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GAMES MASTER

Sega! Nintendo! Amiga! PC! 3DO! Jaguar!

Issue 22 October 1994

THE LION KING

A ROARING EXCLUSIVE!

We preview the season's mane game - and it bites!

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SONIC & KNUCKLES

FIRST EVER INDEPENDENT REVIEW

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EARTHWORM JIM

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URBAN STRIKE

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CHANNEL FOUR TELEVISION

Future PUBLISHING

Your guarantee of value

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TERROR TIME

Corpse Killer rises

Trusst me, it will messmerise you.

VIDEOGAME

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The official magazine of Britain's top rated TV video games show.

ISSUE 22
OCT 1994
STOP... ■

GAMES

REVIEWS KIOSK

35 Your favourite blue hedgehog is back, and it's yet another stonker. The 3D0 continues to make massive headway with Road Rash, and Earthworm Jim had us all in stitches. Another great month for games.

Sonic – the hedgehog who flies like a mouse with wings – returns.

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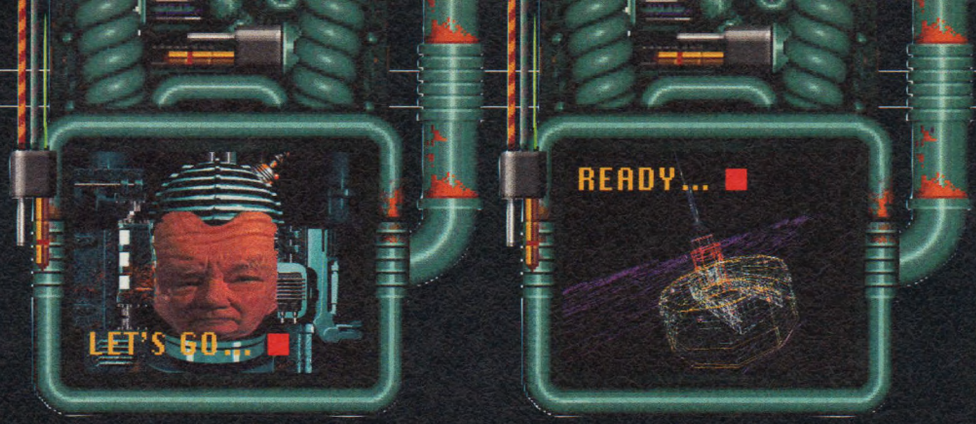

MASTER

All you need to know about Disney's future blockbuster.

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Announced inside, the latest additions to this year's Future Entertainment Show, where you'll have your first chance to play Ultra 64 arcade games like Killer Instinct. You must not miss it.

10 CHARTS
At last, those bleedin' football and tennis games have been knocked off the top. Check out the best sellers on all systems.

11 LION KING
Disney's latest blockbuster movie is already close to breaking a few of Jurassic Park's records in America. As it hits the consoles, we give you the full report on both SNES and Mega Drive, plus a stonking Lion King competition.

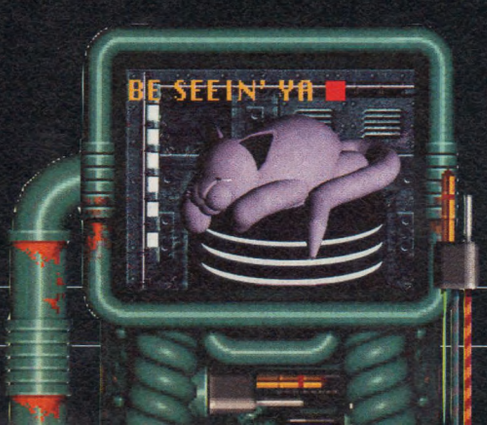
20 PROTOTYPES
Some great looking games that you'll be playing real soon, including the follow up to the most successful game of last year, the arrival of one of the Amiga's best games on the SNES, and more!

32 DOMINIK'S BIG PURPLE COLUMN
He's back. Welcome his return, the Diamond geezer, as he kicks off a brand new series of the BPG. This month, hear how he nearly died in San Francisco (man).

36 SONIC AND KNUCKLES
The first independent review to hit the streets. What's our little red-sneakered friend up to now? Is Knuckles a goody or a baddy? Where's Tails? Will there ever be a Sonic 4? All these questions are given serious consideration (sadly).

48 EARTHWORM JIM
It's wild, it's wacky, it's absolutely brilliant, to be honest. Read about one of our favourite platform games. Ever, probably.

46 URBAN STRIKE
The hugely popular Strike series arrives at its third instalment. This time it's set in the urban jungles of America – you know, Las Vegas, San Francisco and all that. We give it the full lowdown, naturally.



FREE!! Huuuuge Lion King Poster and top badge.

Play Ultra 64 and more...

The Future Entertainment Show

Earls Court 2
26th – 30th October 1994

CD–Rom • Amiga • PC • CD–i • Consoles

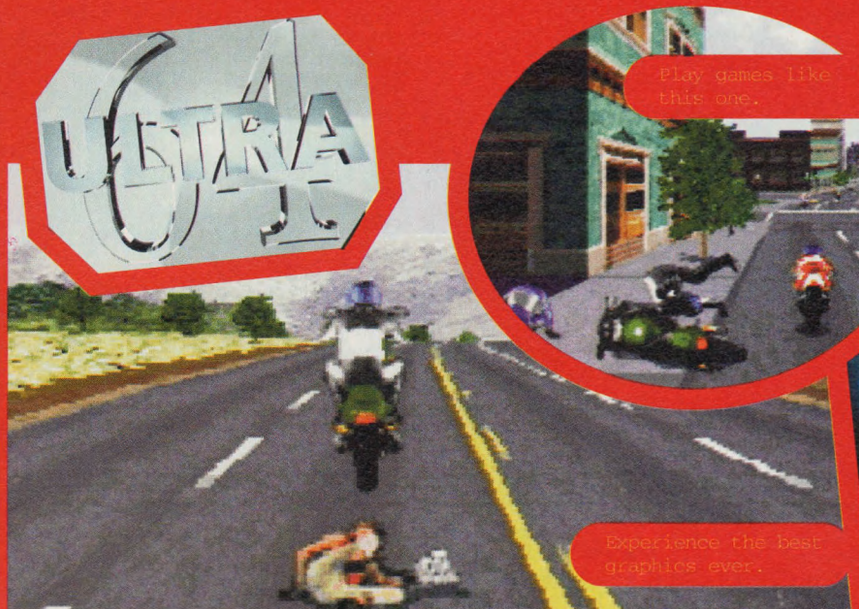
Get your butt to the show and play some of the greatest games available to mankind.

Following on from the huge success of the Future Entertainment Show over the past two years, this year's event is going to be a massive, unmissable occasion. Ultra 64, Nintendo's latest, greatest machine will be there as a playable coin-op for the first time ever in the UK. That in itself is reason enough to camp out for one of the much sought after tickets but there's much more.

You can play 3DO games like the excellent *Road Rash* (see page 40 for the review), the new CDi console will be there with some new Phillips games to play and there will be the latest arcade machines for you to dabble with. On the Jaguar side; *Alien Versus Predator*, which received a whopping 95% last month, will be there for you to play.

Along with all this there will be a games theatre where all the leading lights of the videogames industrry will be debating away like crazy. Come along and meet Jeff Minter (of *Tempest 2000* fame) or Jez San (the man behind *Starwing* and the FX chip) or Even Tim Tucker, ex bassist with Cactus Rain and now editor of the country's finest multi-format games magazine (it says here). The rest of the GM team will be there for you to chat to as well.

The show is on at Earls Court 2, 26-30 October and tickets cost a meagre £6 in advance and £7 on the door. Call the hotline on 0369 4235. What a great day out.



GO TO THE SHOW AND MEET ALL YOUR GM CHUMS. SIMON WILL BE THERE TOO, DEATH THREAT FANS.

NETWORK

GAME TREK: THE NEXT GENERATION

This is just around the corner.

Hey guys, those juicy new machines are just around the corner so feast your eyes on these screenshots that have just emerged. Sony's Play Station gets a version of *A-Train*. Imagine *Sim City* but with a rail network as the hub of the game. Yeah, so it sounds like a real kagool-wearing, train spotter of a game, but believe it or not, it works really well and even starts to challenge the likes of *Sim City 2000*. Even more impressive is *Metal Jacket*, a strategy beat-em-up (er, what the hell is that supposed to mean) that looks bloody go-o-o-orgeous.

Sega aren't being left behind either. The 32X gets a near perfect conversion of the fabulous new *Star Wars* coin-op that's wowing coin shovers everywhere. Combine this with the new version of *Doom* and the add-on gets an impressive start to its career. The Saturn is also due for some impressive stuff. *Daytona USA* gets the machine off to a flying start with graphics that can only be described as incredibuull. *Virtua Fighter*, which should be ready by launch is another hot property that should give the *MK*s of this world a run for their money.

It's a zoomy car that's virtually real.

The fast, blocky, fighting blokes are just around the corner. Are *Street Fighter 2* and *Mortal Kombat 2* going to be left on dusty shelves, or what?

Look at the backdrop. That *is* lushness.

3DO GETS A FIGHT

So you're thinking of buying a 3DO but don't want to put up with all your mates taking the mick and saying how good their machines are because they can play *SF2*. Well now you can fight back because Capcom have announced the development of *Super Streetfighter 2 Turbo*, the definitive game in the *SF2* series. Featuring all the characters from the coin op this, more than any other *SF2* game, will be arcade perfect. Imagine those sound effects souped up to CD quality. There'll be bags of space on the CD to create a near as possible perfect beat-em-up. The release date isn't confirmed yet but expect it sometime next year. Please don't phone us up about it though, trust us, when we know what's happening we'll let you know right here in the Network.

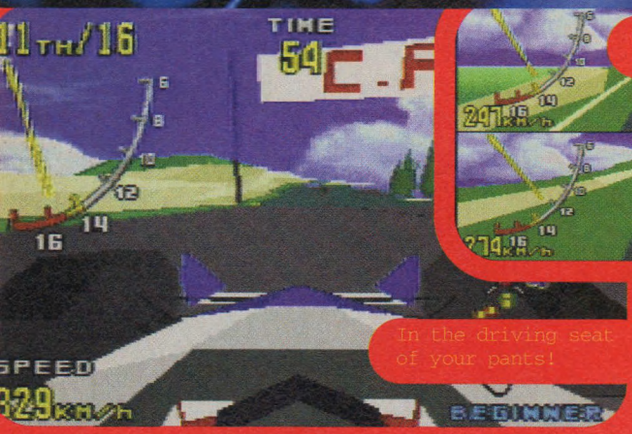
She's got funny eyes that Cammy lass. There's nothing wrong with that though. We like it.

3DO GOES TO PIECES

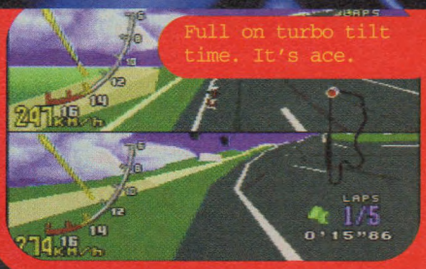
Actually that may be a little misleading. In fact the 3DO has gone to PC. The 3DO company have got together with IBM and Motorola to produce a new 64Bit processor. This new chip, which will include a Power PC microprocessor as well as customised graphic and sound processors will not however mean you have to buy a new machine to keep up to date. The 3DO company have decided to make it an upgrade that you simply plug into your existing setup. The new chip will also be compatible with all existing software.

NETW

SNES & MD – NEW BUNDLES



In the driving seat of your pants!



Full on turbo tilt time. It's ace.

DKC looks good. Looks bloody good.

If you're thinking of buying a Mega Drive or a SNES there's no better time than the next few months. Both Sega and Nintendo have announced new bundles that offer fantastic value for money, and some pretty good games as well. Over the next few weeks Sega will launch their *Virtua Racing* bundle. You get a Mega Drive plus the fabulous *Virtua Racing* for £129.99. *Virtua Racing* sells on its own for £60 so this is quite a deal. Nintendo are making people wait for their new bundle but it'll be worth it. For only £129.99 the Donkey Kong Country package should give the SNES a new lease of life. The incredible game itself will retail for £70 when it's released this month, so this clearly offers even better value for your money.

TOMBSTONE CITY

Oh dear, no matter how earnest these lads are they'll always look like idiots to us.

Check out the shelves of your local video shop. It's more than likely you'll see loads of those WWF videos sitting there begging to be bought. Not terribly interesting if you're not into the unbelievable antics of the American wrestlers, but, if you are, then before you shell out your hard-earned dosh, try your luck in this luvverly WWF competition. Five lucky winners will each receive copies of the latest videos, Paul Bearer's Hits From the Crypt and Razor Ramon. All you have to do to get your hands on these vids is answer this question and send it in to: I'D 'AVE 'EM, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.

Name the wrestler who Paul Bearer accompanies to the ring?

The editor's decision is really final and absolute and you have to stick by it. There won't be any correspondence or anything either.

KOMBAT KOMIX

Look at the arms on that lad.

What is going on here then? Still, looks bloody good.

Molar Kombat more like. Ha har!

Goro, Shang Tsung and the rest of the Kombat krew are back for more. This time comic collectors everywhere will get their shot of Mortalmania as the official Mortal Kombat comic is released by Malibu Comics. Malibu are the company who were recently purchased by Acclaim, who in a bizarre love triangle also hold the rights to Mortal Kombat. The first issue has just been launched and should be appearing in good comic shops near you now. The artwork is first rate and with John Tobias (co-developer of the game) as editorial consultant, you can be sure that the Mortal Kombat story is absolutely spot on. The first issue tells how... no I won't tell you. It's great and everything, it really is.

NINTENDO SAVE YOUR LIFE

Alright, it's not quite as shocking as the 'Nintendo Killed My Son' story in The Sun but next time your parents start moaning at you about how bad videogames are for you, you now have the ultimate defence. The Royal College of Surgeons is using Super Nintendos in training techniques for its up-and-coming surgeons. Apparently the hand/eye co-ordination used in games is essential for performing surgery. So you see everybody was wrong, videogames are lovely and ace. Hurrah.

STAY TUNED FOR NETWORK AND BE FIRST WITH ALL THE NEWS.

NETWORK

THE BIG BASH

It's the BBC's Big Bash, it takes place from 6th – 9th October, it's at the NEC in Birmingham, and you really ought to be there. Why? Well first off, because us GamesMaster lot are going too, and both Sega and Nintendo will be there to provide you with a full-on gaming experience. And if that's not enough for ya, it'll also be packed full of top pop stars like Worlds Apart, PJ & Duncan and Let Loose, and sporting celebrities including Kriss Akabusi, Sharron Davies and Chris Boardman. You'll get a chance to catch a glimpse of the latest films, you'll be able to go through an assault course, have a go at snorkelling, win loads of excellent prizes, and most importantly, play the latest videogames.

And if you fancy getting your ugly mug on the box, there'll be live broadcasts of Newsround on Thursday and Friday, Live and Kicking on Saturday, and the chance to participate in a whole host of other top Children's BBC shows, including Blue Peter, Record Breakers, Hartbeat, and Growing Up Wild. Not bad, eh?

Now, we've got ten family tickets to give away (each ticket admits two adults and two children), so listen close. All you have to do to bag yourself a passport to the Big Bash is answer the following easy question:

Q. Name the ugly character from out of BEing in the Bash Street Kids.

Send your answers on a postcard to:
Big Bash compo
GamesMaster Magazine
30 Monmouth Street
Bath
Avon
BA1 2BW

Unfortunately there's not much time, so you'll have to get your replies in pronto – closing date is the 30th September. So get cracking. And whether you win or not, we'll see you there. Alright?

STUFF IT

GAMEGEAR CARRY BAG
Holds: Gamegear, Mains Adaptor, Battery Pack, Screen Magnifier and Games.

Available from: Woolworths, Dixons, Future Zone, Tandy, John Lewis, Debenhams, Game and all good Video Game Stockists.

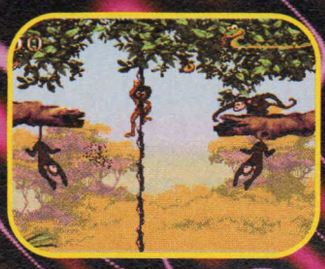
LMP GAMESTER VIDEO GAME ACCESSORIES

CHARTS

SNES

1. Jungle Book — VIRGIN
2. Dungeon Master — NINTENDO
3. FIFA Soccer — OCEAN
4. Super Metroid — NINTENDO
5. World Cup Striker — ELITE
6. Mech Warrior — ACTIVISION
7. Turn 'N' Burn — SONY
8. NBA Jam — ACCLAIM
9. World Cup '94 — US GOLD
10. Super Battletank 2 — SONY

MEGA DRIVE



1. Jungle Book — VIRGIN
2. Pete Sampras — CODEMASTERS
3. FIFA Soccer — ELECTRONIC ARTS
4. Chaos Engine — MICROPROSE
5. Dune 2 — VIRGIN
6. Streets of Rage 3 — SEGA
7. World Cup '94 — US GOLD
8. Super Streetfighter 2 — SEGA
9. Sonic 3 — SEGA
10. Battlecorp — CORE DESIGN

AMIGA

1. On The Ball — DAZE
2. Tactical Manager — KOMPART
3. Beneath A Steel Sky — VIRGIN
4. Detroit — IMPRESSIONS
5. Kick Off 3 — ANCO
6. Cannon Fodder — VIRGIN
7. Starlord — MICROPROSE
8. D Day — IMPRESSIONS
9. Heimdall 2 — CORE DESIGN
10. Ishar 3 — DAZE

GAME BOY

1. Donkey Kong 94 — NINTENDO
2. Monster Max — TITUS
3. Warioland — NINTENDO
4. Tetris 2 — NINTENDO
5. Kirby's Dreamland — NINTENDO
6. Kirby's Pinball — NINTENDO
7. Ms Pacman — NINTENDO
8. Super Marioland — NINTENDO
9. Sensible Soccer — SONY
10. Star Trek - Next Generation — INTERPLAY

OUR TOP THINGS

GM TOP GAME BABES

1. BRIGETT BUTLER — Corpse Killer
2. KITANA — MK2 Assassin
3. DEBBIE HARRY — Double Switch
4. CAMMY SF2 — Vixen
5. SAMUS — She's Cool

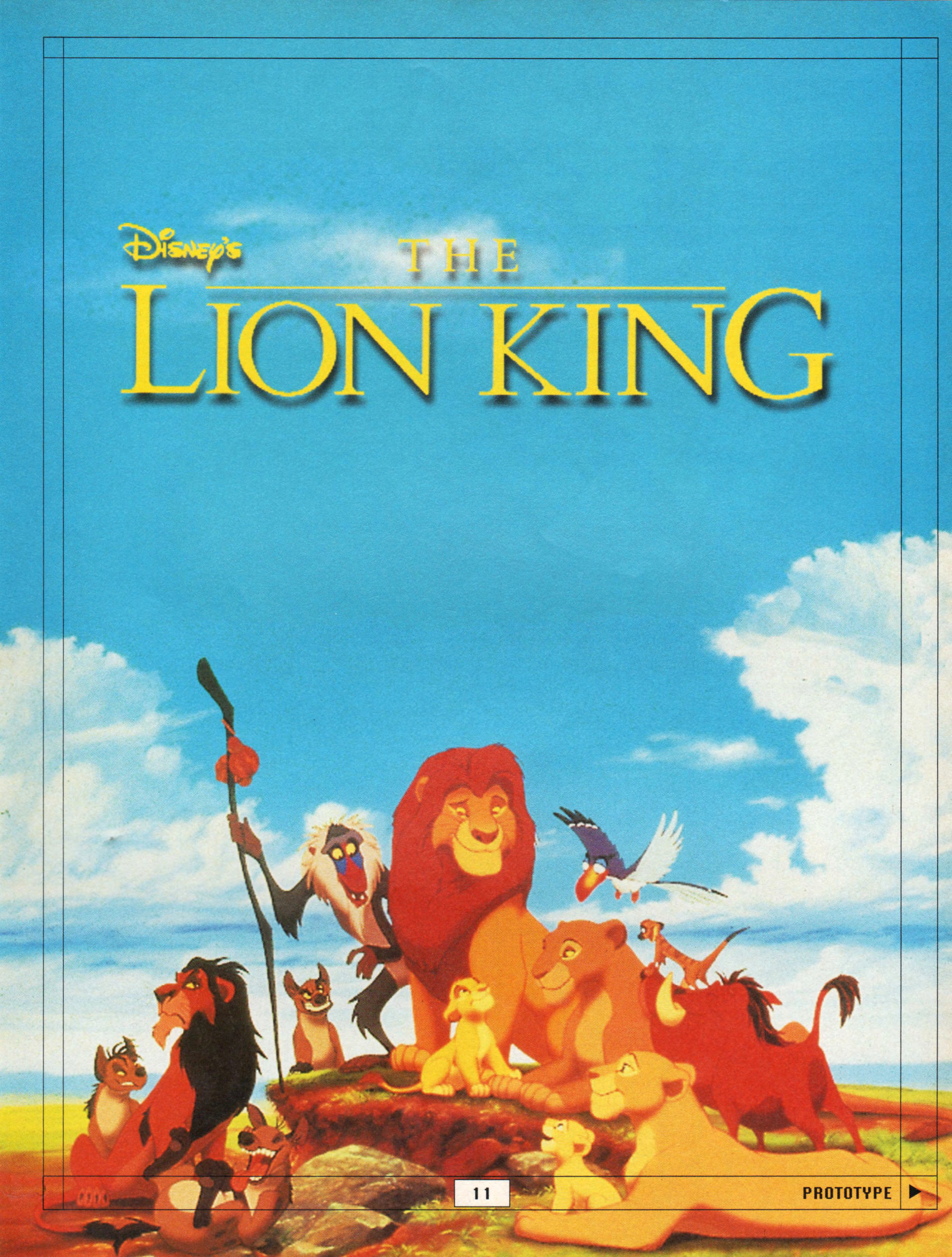
GM'S TOP CARTOONS

1. SIMPSONS — Best thing ever
2. TOM & JERRY — Splat and mouse
3. ROAD RUNNER — Beep beep you git
4. DAFFY DUCK — Dithspickable
5. DANGERMOUSE — Gooood Grief.

LISA'S TOP FOODS

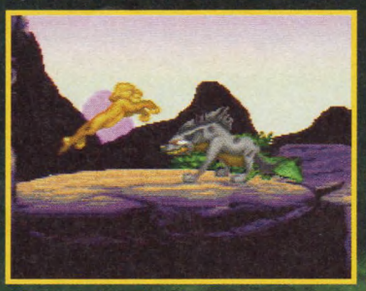
1. BANANAS — They're yellow and fruit shaped
2. SPEIAL K — Makes me run.
3. BAKED BEANS — Makes me ...
4. JACKET SPUD & TUNA — Ugh
5. TOMATO SOUP — Looks like blood

YOU'VE NOT BEEN PROPERLY INTRODUCED TO LISA YET BUT SHE'S ALREADY GETTING FAN MAIL.


Disney's
THE
LION KING

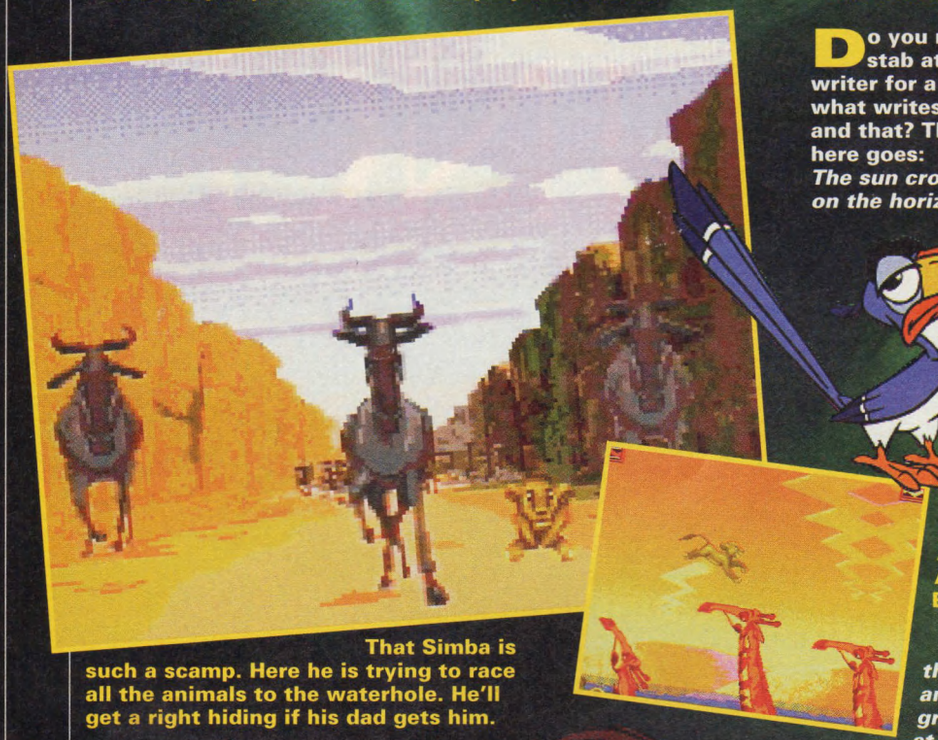
Leaping, although pleasurable, is not a safe way of travelling. You could put your back out...

...especiallly when you're this high up. You could do yourself a proper mischief.



Hyena leaping is also a pretty irresponsible thing to fill your time with.

This is the elephant graveyard, they are all dead because they tried leaping hyenas. Think on.



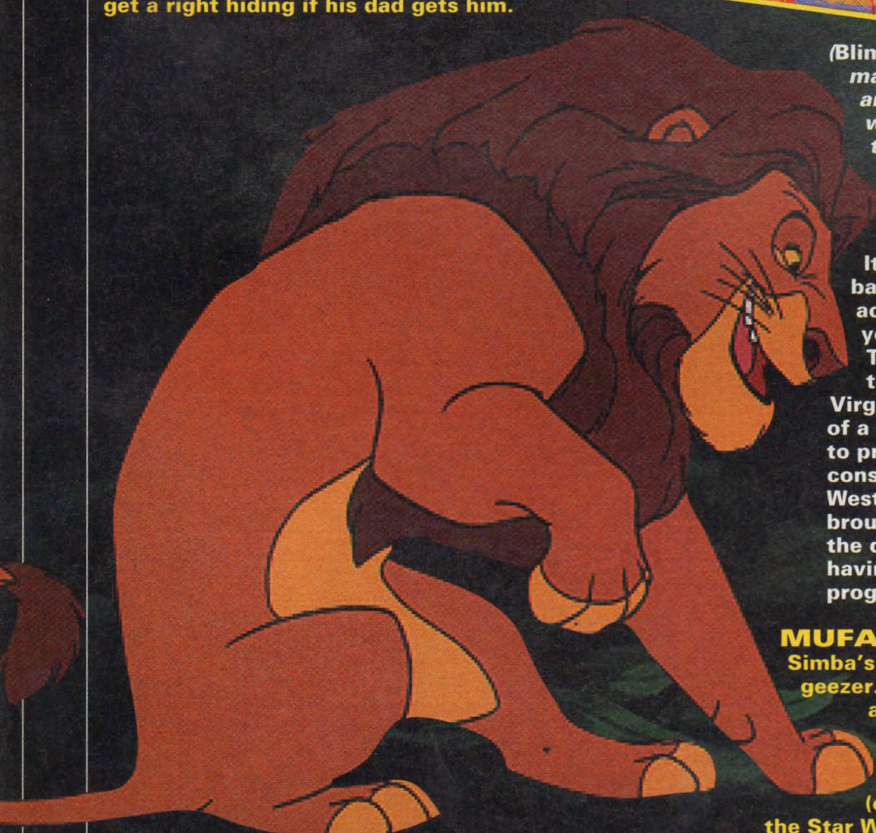
That Simba is such a scamp. Here he is trying to race all the animals to the waterhole. He'll get a right hiding if his dad gets him.

Do you mind if I have a stab at being a proper writer for a minute, like one what writes in the Guardian and that? Thanks. Right, ahem, here goes:

The sun crouches menacingly on the horizon. Its angry glare alights upon the wildebeest and antelope, who mingle gracefully like guests at a high class party (Blimey – *Simon*). *This is the majesty of Africa, the true animal heart of this cruel world, the glorious* (snip – *the rest of the team*).

I'm sorry about that, but the movie Lion King stirs some pretty fierce emotions, and no mistake. It's got everything: goodies, baddies, laughs, drama, action, romance, animals, you name it, it's all there. There's no doubt that with this depth and variety Virgin were faced with a hell of a challenge when it came to producing the game for the consoles. Fortunately, top pros Westwood Studios were brought in to take care of the development duties, having already proved their programming might with *Young Merlin, Curse of Kyrandia, Dune 2* and many others. Game on!

If variety is a vital element in the film, then it's become just as important to the game. As well as the predictable platform bounding that every cartoon hero must face when licensed to a videogame, our hero Simba also throws himself from the arms of monkeys, swings from the tails of rhinos, dodges the stampeding hooves of antelopes, and performs a whole host of other jungle-related feats. Yes it's a platform game, but it looks like being a damned fine one.



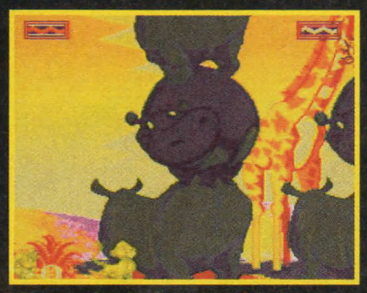
ZAZU
Mafusa's servant, is entrusted with keeping Simba out of trouble (not easy).
Voice of: Rowan Atkinson (Black Adder, Mr Bean. Enough said.)

MUFASA
Simba's Dad, and rock-hard lion geezer. Respected and beloved by all animals, apart from his brother Scar and the hyenas.
Voice of: James Earl Jones (out of being Darth Vader in the Star Wars trilogy).

SIMBA-OTICS

It's surprising how well the game follows the action of the film. You start by controlling innocent little Simba in his young lion cub guise, as he frolics around exotic African locations, practising his roar and battling the less threatening foes, such as porcupines, beetles and small lizards.

More adventures await Simba in the form of a run and jump exercise through a landscape populated by the friendlier animals that inhabit the African landscape. Leaping from the heads of giraffes, swinging from the tails of rhinos, riding on the backs of ostriches, and being thrown



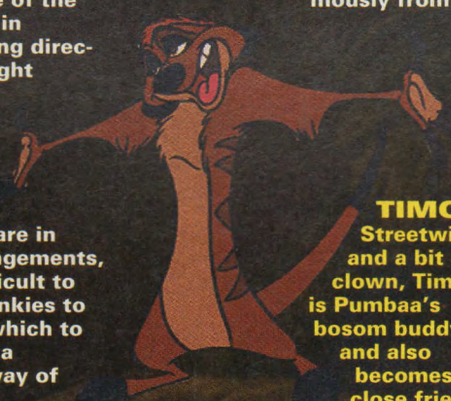
Yet again, balancing hippos, not the cleverest activity in the world is it?

Look at him, he just can't keep still. I'd give him a thick ear if I could catch him.

around by a group mischievous monkies, Simba plays joyfully with his fellow animals. Of course, this isn't at all easy – the giraffes heads only stay still for a second, before they drop their heads and leave poor Simba sliding pitifully to the ground, the rhinos' tails swing in a rhythm which you must get in sync with to avoid dropping out of the game, and some of the monkies throw you in completely the wrong direction. To put them right you have to let out a roar, after which they'll throw you the opposite way. On later stages, however, the groups of monkies are in more complex arrangements, making it more difficult to work out which monkies to change round and which to leave the same. It's a wonderfully fresh way of introducing some genuinely tricky puzzle elements into the game.

In later levels the game throws more sinister foes against you, like the mean hyenas, Shanzi, Banzai and Ed, and leads inevitably to the turning point in the film, the stampede, which is imaginatively realised as an into-the-screen avoid-em-up (a viewpoint which appears to be gaining in popularity, just take at look at upcoming games like *Mickey Mania* on the SNES and *Probotector* on the Mega Drive).

The game benefits enormously from



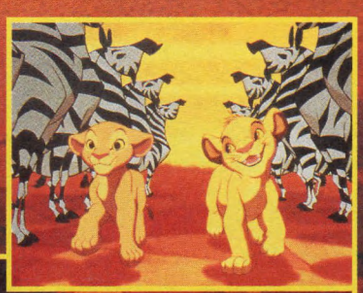
TIMON
Streetwise and a bit of a clown, Timon is Pumbaa's bosom buddy and also becomes a close friend of Simba.
Voice of: Nathan Lane (out of Frankie and Johnny).

PUMBAA
Dim-witted and gross, but becomes a very close friend of Simba when he needs him.
Voice of: Ernie Sabella (out of Guys and Dolls).

MOVIE NEWS

In case you didn't already know, *The Lion King* is based on a movie. It concerns the adventures of a young lion called Simba, son of Mufasa, the mighty king of the jungle. It is Simba's destiny to one day be king himself, but it is clear that he has a lot to learn about responsibility. A narrow scrape with a band of nasty hyenas illustrates just how little he knows about the world.

Things turn nasty when Scar, Simba's uncle, plots to become king by arranging a stampede. Simba survives, but Scar convinces him that he is responsible for his father's death. Simba goes into exile, where he meets two chums, a pig named Pumbaa and a meerkat called Timon. He is lead astray by a "No worries" attitude, and begins to lose the plot (*so are you* – Simon). Will Simba realise his ultimate destiny, and return to defeat Scar to reclaim his rightful role as the one true Lion King? I'm afraid you'll have to go and see the film.



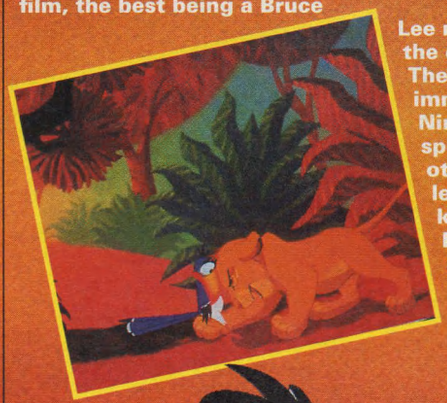
There, that's better. Here's Simba having a wander with his lovely girlfriend. I can't tell which is which though.

MORE MOVIE NEWS

Simba's dad (left) is a lovely looking lion, his voice is gorgeous and deep too. I don't like his brother though (below). He talks like a right ponce he does. Fancies himself too, ohh that grin.

Everybody at GamesMaster was taken to a special screening of The Lion King. It was at the local cinema and we had a theatre all to ourselves. It certainly is a good movie and one that the whole team would recommend, although Simon got a bit upset at one pont and Marcus missed the final scene because he'd pulled his jumper over his head.

There are quite a few homages to movie stars in the film, the best being a Bruce Lee move by one of the characters. There is also an immortal Robert De Niro line. If you spot these or any others write in to let us know. Also keep an eye on Ed the Hyena, he steals the show, purely by being bonkers.



Look at that young lad! You can't go bearing your teeth at just anyone you know.

I've told him about leaping I don't know how many times. He makes my blood boil.

Disney's strongest element – animation. All the frames for the characters have been drawn by the Disney artists responsible for the film, so this really feels like the game of the movie, and not some cheap and cynical tie-in (anyone seen *Beauty and the Beast* for an example of the latter?).

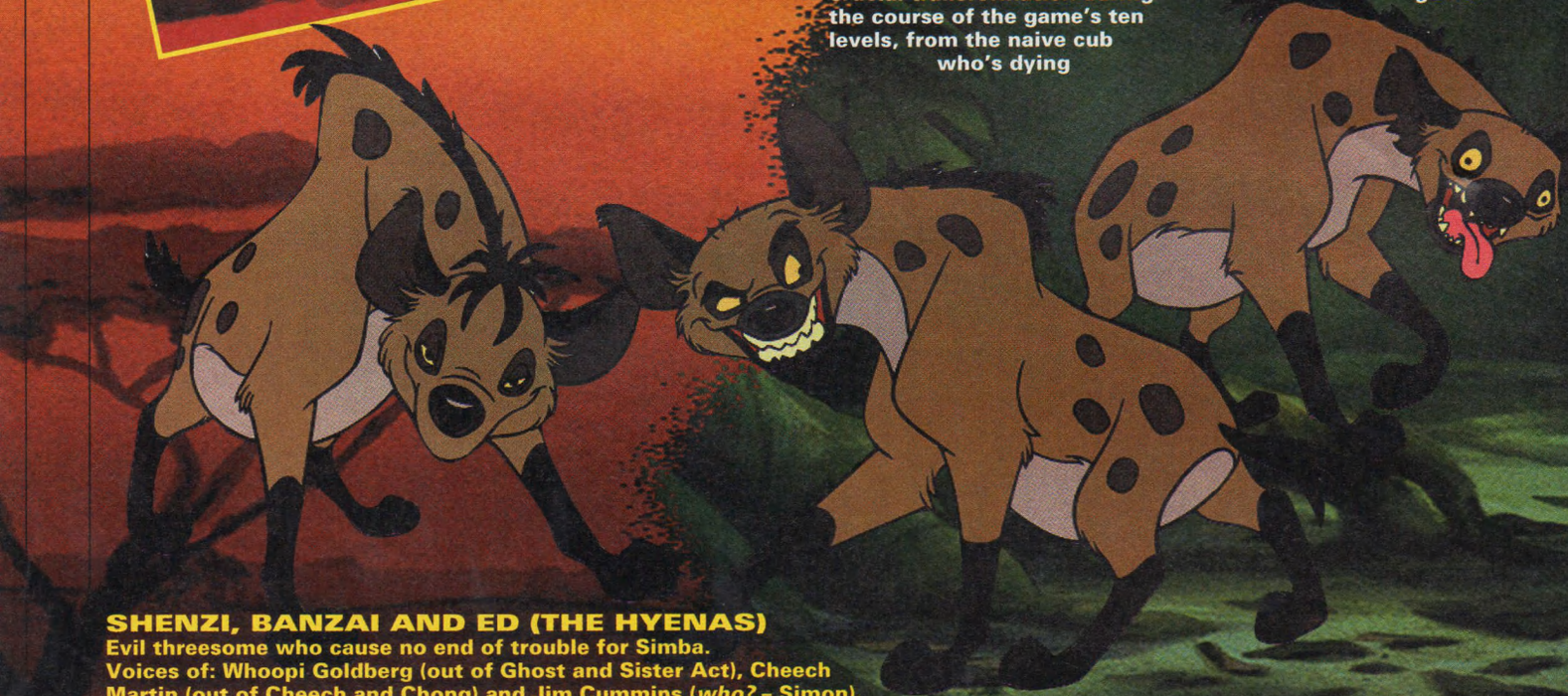
Ian Matthias, the game's project manager, explains. "Disney draw all the frames especially for us, as line drawings only, and then we digitise them into the computer and colour them in. Basically, we give them a shopping list of what we want in the game, and they go away and do it." This means that the characters are beautifully portrayed, retaining all the charm and sophistication of their big screen counterparts, and it's as close to interacting with Lion King the movie as the SNES and Mega Drive will allow.

VICIOUS CIRCLE

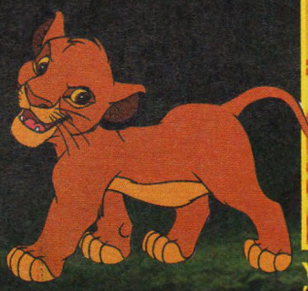
Simba himself undergoes a crucial transformation during the course of the game's ten levels, from the naive cub who's dying to become King, to the mature adult who finally realises the true nature of his destiny and the "Circle of Life". It is this transformation which accounts for much of the 24 MBits that the game takes up on the consoles. "It means that we have to use two main sprites, two Simbas," says Ian Matthias. "One is the young Simba, the other the more mature lion he becomes. We've got better animation than most games anyway, and this doubles the number of frames for the main sprite. The size of the cart is also accounted for by the fabulous sound quality, which is very close to the film soundtrack. There's even some speech in it."

DISNEY STRIKE AGAIN

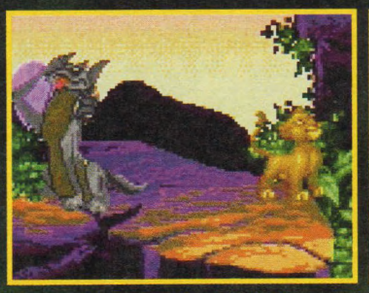
Of course, the inevitable comparisons to the other hugely successful Disney licences, *Aladdin* and *Jungle Book*, are bound to surround *Lion King*, but this is not necessarily a bad thing. Disney games



SHENZI, BANZAI AND ED (THE HYENAS)
Evil threesome who cause no end of trouble for Simba.
Voices of: Whoopi Goldberg (out of Ghost and Sister Act), Cheech Martin (out of Cheech and Chong) and Jim Cummins (*who?* – Simon).



You try and tell these young 'uns and do they listen? No, not bloody often.



He can't even stand safely, he's too close to the edge there.

Look at him. Just look at that lion cub. You can't even see him. He's daft as a brush.

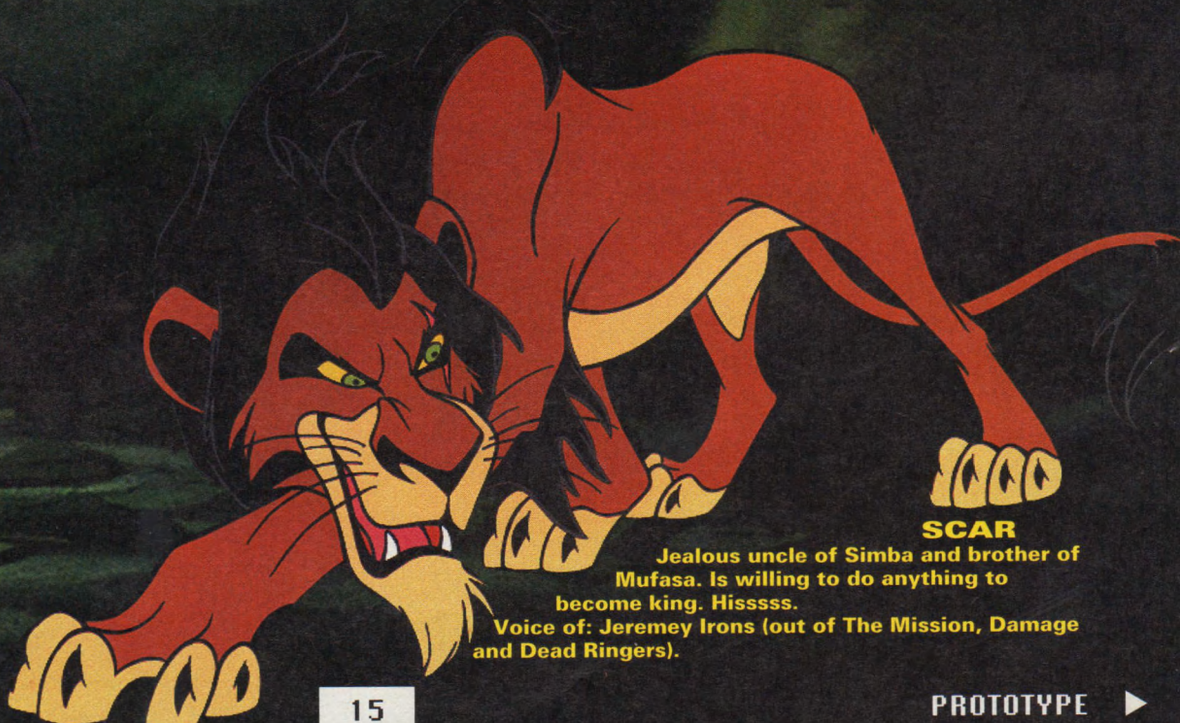
SIMBA
The hero of the piece. The story traces his development from child to adult.
Voice of: Matthew Broderick (out of Ferris Bueller's Day Off and The Freshman).

certainly have a well-defined style, especially in the animation stakes, and this is surely another step forward in the rapid evolution of the platform genre.

And anyway, this *Lion King* game really does move the concept of the Disney licence game forward. We were all shocked by the amazing animation of *Aladdin*, and there's no doubt that it deserved the incredible accolades that it acheved but, in retrospect, it was just a very flash platform game. With *Lion King*, however, there have been greater strides towards genuine gaming flexibility and variety. The platform sections are even more slickly defined, but it's the introduction of new and more diverse gaming elements that really makes this look special. We're not going to get a chance to check out if this really adds up to a great game until next month, when the cart arrives for review. Until then, be sure to catch Lion King at a cinema near you, and find out what all this fuss is about. TIM TUCKER ■

You try and learn them, all the way through his early years I told him, 'Don't leap too much.' I said. Now look at him, he's fully growd up and he's still leaping. They'll lock him up they will.

RAFIKI
The shamen and witchdoctor of Pride Rock, this baboon plays a key role in keeping the "circle of life" together.
Voice of: Robert Guillaume (out of being Benson in Soap).

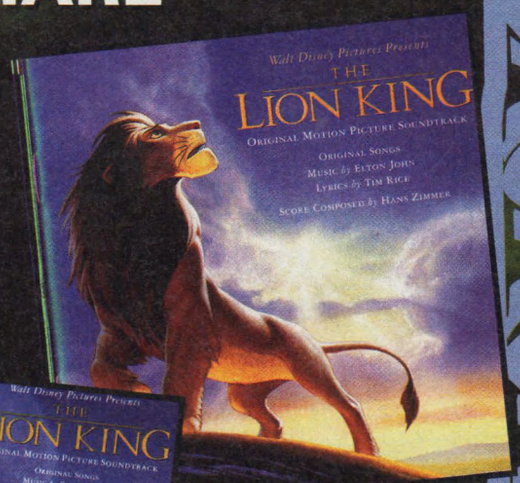


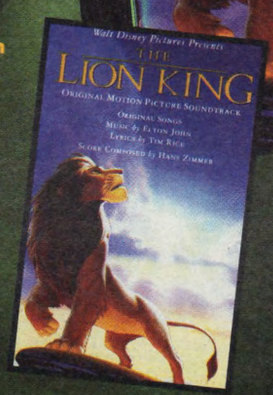
SCAR
Jealous uncle of Simba and brother of Mufasa. Is willing to do anything to become king. Hisssss.
Voice of: Jeremey Irons (out of The Mission, Damage and Dead Ringers).

THE LION KING

WIN THE LION'S SHARE

With the help of Virgin and Woolworth's, GamesMaster is giving away tons of Lion King goodies. All you need to do win a copy of the soundtrack on CD or cassette (we have 50 of each to hand out) or one of 15 Mega Drive or SNES games is answer the three ridiculous questions below and send your answers in to: BARKING LION COMPO GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. Good Luck.





1 A group of lions escaped from a circus touring Britain in the late 1930s, they found a home on Hampstead Heath and have been thought to be responsible for all the car crime in the area ever since.

a. TRUE

b. FALSE

2 If you are confronted by a wild, starving lion, the best way to protect yourself is to smother your body in mustard, onions and tomato sauce and jump into a large hot dog roll shouting, 'come and get it .'

a. TRUE

b. FALSE

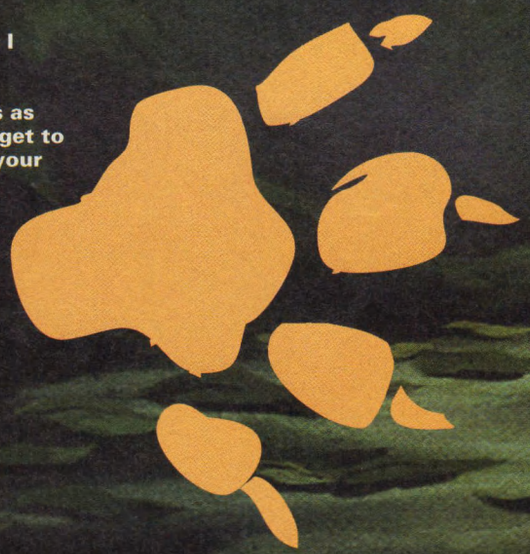
3 Lions were the staple diet of King Booby of Breastly. He was a mad old fool who ruled surprisingly wisely and introduced a tax on claws and albumin. He ate only lions because he thought tigers most unhygenic.

a. TRUE

b. FALSE

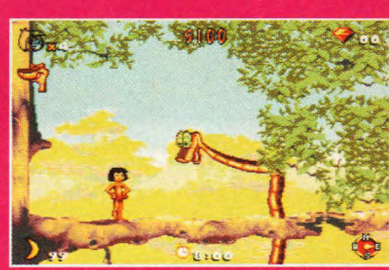
If I am one of the 30 lucky first prize winners of a game please can I have the Mega Drive ❒ SNES ❒ version.

No correspondence will be entered into and the editor's decision is as final as ever. All entries must be in by 20 October. Please don't forget to put your return address on or we won't be able to come and steal your washing... yes, that was us. Ha Haaaa!



WOOLWORTHS

Woolworths will be selling loads of Lion King gear at their 800 shops so if you want to get your pristine mitts on mugs, pyjamas, umbrellas, books, soft toys, organisers or even the SNES, Mega Drive, Game Gear or Game Boy game then this is the store for you. We love Woolworths.



"...the most enjoyable playing experience you'll ever have."

"I haven't come across a more polished, more enjoyable and more playable game in ages."
MEGA 90%

"Superb animation, lots of fun, and gameplay to match most platforms." **SEGA POWER 90%**

"Jungle Book is a polished package that's too good to miss." **MEGA POWER 92%**

GAMESMASTER 90%

Disney SOFTWARE

Disney's The Jungle Book VIDEOGAME

Virgin

MEGA DRIVE · SEGA GAME GEAR · SEGA Master System · Nintendo · SUPER NINTENDO ENTERTAINMENT SYSTEM · GAME BOY

Screen shots may be taken from a different format.

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THE LION KING

FREE

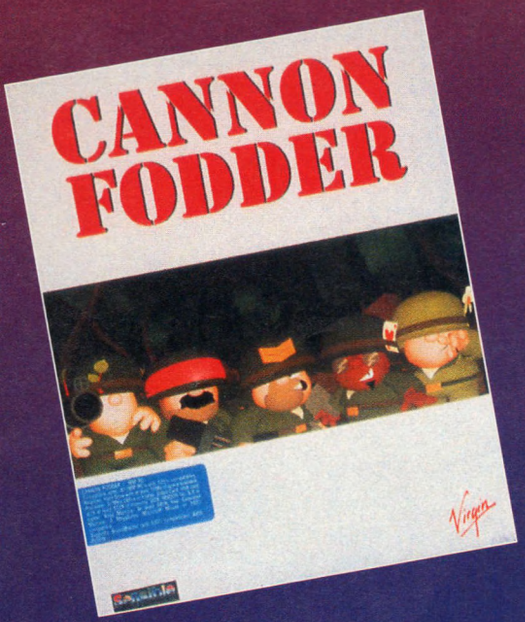
DON'T MOVE AN INCH – YOU'RE SAT ON SOMETHING SHARP

Well listen if you've got this far in the magazine and not yet realised that we've given you one of the best freebies ever than you are a bit of a nutter who pays very little attention to anything and are most likely to get your rear end punctured with a sharp metal object.. As for the rest of you, how do you like your poster and badge? Not bad.

The poster was cobbled together by the hands of our very own and very fair Lisa and the badge was thrust upon us by some really sweet blokes in suits. Speaking of the badge, take another look at it because iot is not an individual, it is one of a set of four collectible badges randomly sprinkled throughout issues of GamesMaster this month (only one per copy mind). The characters they portray are Ed the bonkers hyena, Mufasa the king of the jungle, Rafiki the wise monkey and Pumbaa the flatulant hog. Collect the set and feel very proud.

BUT THAT'S NOT ALL... OH NO!

Not at all, next month we will be giving you a credit card to help you purchase the game *Lion King* from any branch of Woolworths. And if you do use the card when buying your game then you wil receive an extra special smart thing that is so smart and so desirable that we can't tell you what it is in case you all want a go. So there you go, take care of this month's freebies and keep an eye out for next month's. Are we good to you or what? We don't have to do this you know, we could just give you a magazine full of blank pages and covermount a felt-tip pen. But, well, we love you.



HOT MOVIES COOL GAMES

UP TO A TENNER OFF ANY VIRGIN GAME AT HMV

Virgin Interactive Entertainment, publishers of some of the best computer games for Sega, Nintendo, floppy disc and CD based systems, has teamed up with Odeon Cinemas to offer you the chance to make big savings on all Virgin games purchased from HMV. Pick up a special discount card from any Odeon cinema or HMV store that stocks games and every time you see a film at an Odeon cinema, ask the cashier to stamp your card as proof. Once you have three stamps, you can claim a £5 discount at HMV off any game published by Virgin Interactive Entertainment. If you keep your card until you have all five spaces stamped you can claim a MASSIVE £10 off any Virgin game at HMV. That's all there is to it.

GREAT NEW GAMES FROM VIRGIN INTERACTIVE ENTERTAINMENT

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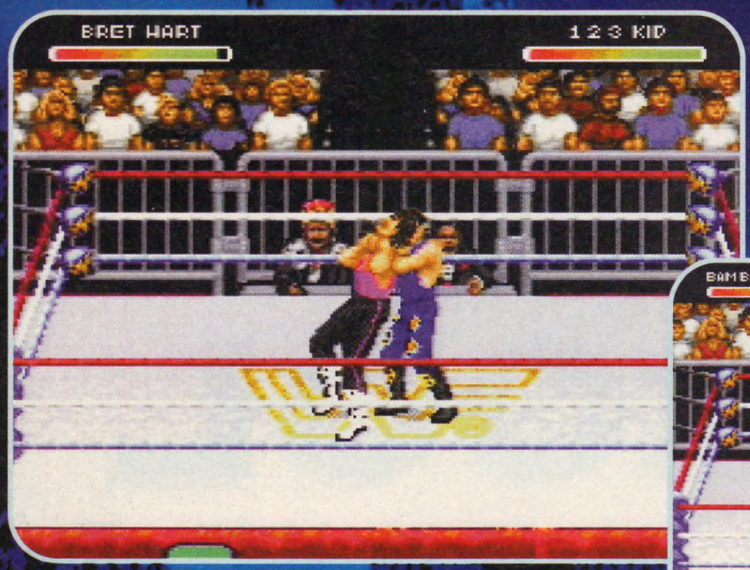
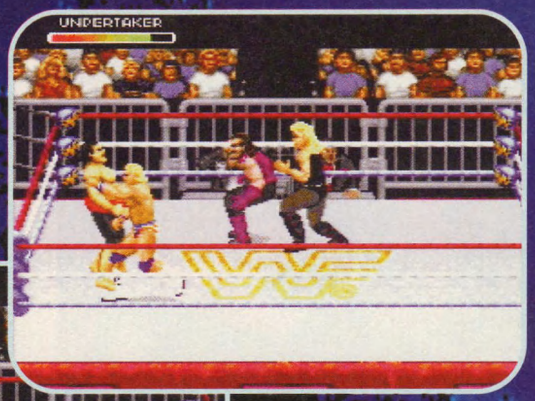
ODEON CINEMA TICKET PURCHASES REQUIRED. CARDS ARE ELIGIBLE TO BE STAMPED BETWEEN AUGUST 1ST AND OCTOBER 14TH 1994. FINAL REDEMPTIONS MUST BE MADE BY OCTOBER 28TH 1994



There's this world champion, Hart, who earns millions for the WWF and this *Kid* who doesn't . Who do you think will win this one?



Hang on, that's a girl in there. Alright... catfight!

Doesn't this move make both your buttocks and your teeth clench?

WWF RAW

FOR - SNES/MEGA DRIVE
FROM - ACCLAIM

PRICE - £TBA
AVAILABLE - OCTOBER

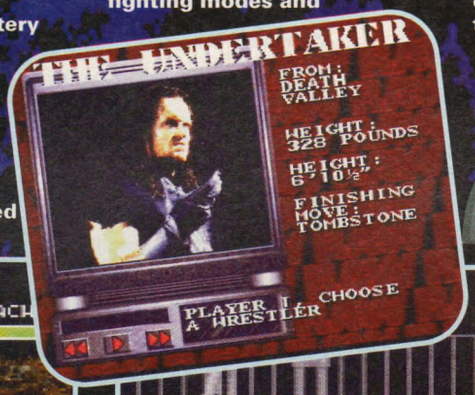
Let me get this straight. In the WWF these big blokes dress up in dodgy clothes and pretend to throw each other around the ring. Then they grab each other in lots of embarrassing places and grapple. Doesn't sound much like fighting to me. Still, each to their own I suppose. None of this applies to the Undertaker of course, who is completely bullet hard and a top geezer.

Their last outing as a videogame, *WWF Royal Rumble*, was the best of a decidedly dodgy bunch. *WWF Raw* looks set to improve on that yet again.

It's based on the lead American TV show of the same name where anything can happen, and normally does. It features 12 top wrestlers plus one mystery fighter. The main criticism with all the other games has been the lack of moves. After all, on TV all the wrestlers use different attacks. At long last, Acclaim have recognised this and put in over 30 different moves so that each wrestler can have his own style. All fighters have their own signature moves as well as – look before I say this can I mention that this is Acclaim's idea of a name, not ours – Super Human Mega Moves.

It's got new and improved fighting modes and match types, as well as new and devious manoeuvres outside the ring. In fact, this is the first wrestling game that truly represents that chaos that often reigns both in and out of the ring in the WWF.

LES ELLIS ■



You may think this is a screenshot, but it is in fact an artist's impression of Tim asking Audrey if he is allowed out to play.

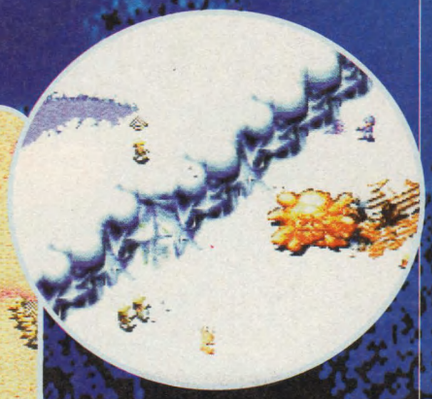
He gets thrown ten feet onto a concrete floor and still doens't get hurt. Hmm, I'm starting to wonder about this fighting.

THE CHARACTERS IN THE GAME ARE BASED ON THE GM CREW. I'M THE UNDERTAKER, SIMON K IS DOINK THE CLOWN, TIM IS LUNA VACHON AND MARCUS IS THE 1-2-3 KID.

CANNON FODDER

Each mission has a pretty picture to set the scene. With choppers and that.

Grenades are fairly easy to get hold of and make a nice blobby explosion, look...



Most of the enemy buildings seem to be made of wood, for some queer reason.

FOR - SNES
FROM - VIRGIN

PRICE - £50
AVAILABLE -

Now that the IRA have so kindly agreed to stop killing people for a bit, and if Loyalists prove equally obliging, there are going to be plenty of murdering psychopaths with time and agression to spare. What better way then to aid the peace effort and forge a new international role for videogames than to ship thousands of copies of *Cannon Fodder* (and *Super Bomberman 2*, for that matter) into the twitching hands of paramilitary groups everywhere. One kalashnikov or pound of plastic explosive for one copy of a frustration-absorbing game.

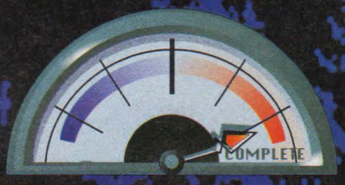
What could be simpler? *Cannon Fodder* should provide more than enough explosive and rapid fire activity for even the most trigger happy, violent 'activist'. You get some men, some missions, some guns (lots of guns actually), rocket launchers, grenades, attack helicopters, tanks, jeeps, skidoos, and, inevitably, plenty of needless bloodshed.

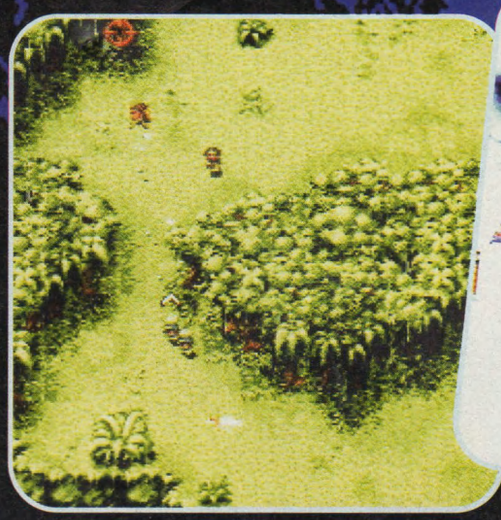
Using an, at the time, revolutionary control mechanism, the game, from the makers of *Sensible Soccer* (and utilising the same tiny men), took the Amiga world by storm last year. It offered challenge, variety, blood, guts and looks all in one dynamic package.

The levels have stayed the same and we're hoping that the game will continue to shine on the SNES.

You get 24 missions, each comprising up to six phases, with squads of up to six soldiers at a time, to complete objectives as sophisticated as rescuing hostages, kidnapping enemy leaders and, um, killing all the enemy and destroying their buildings.

You can be sure that we'll have a full review of this eagerly awaited release next month. TIM TUCKER ■

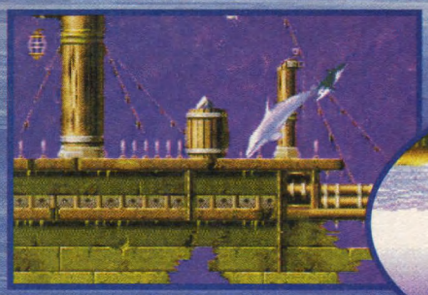


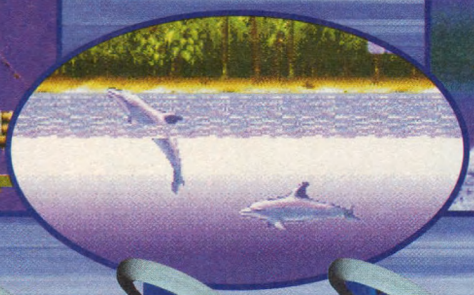


Simply move the sights where you want to shoot and press fire. Not bloody bad.

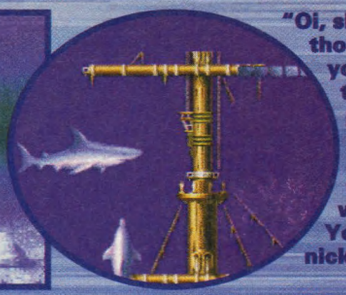
The early levels are dominated by forest terrain. Polar conditions come later.

As the casualties build up, so do the graves. There'll be a few more shortly.





Ecco is turning into some kind of ecological detective.



"Oi, shark! All those limbs you keep tearing off people are messing up my water. You're nicked, son."

ECCO 2

FROM - SEGA
FOR - MEGA DRIVE

AVAILABLE - TBA
PRICE - £45

Crusty old hippy (with whiny voice): Don't eat the tuna. When they catch the tuna the dolphins get caught in the nets and die.
Normal person: Yeah? But what about the tuna?
Crusty old hippy: Er, sod them, they taste nice.

Yes, the wholesome dolphin returns in his latest adventure in which he has to save the dolphin world from some environmentally unfriendly force of some kind. Pretty much the same as the first one by the sounds of it. Pretty much the same as the first one by the looks of it as well, actually. Oh no, hang on, there are some differences. This one has some 3D into-the-screen swimming bits where you can shoot stuff and swim through hoops.

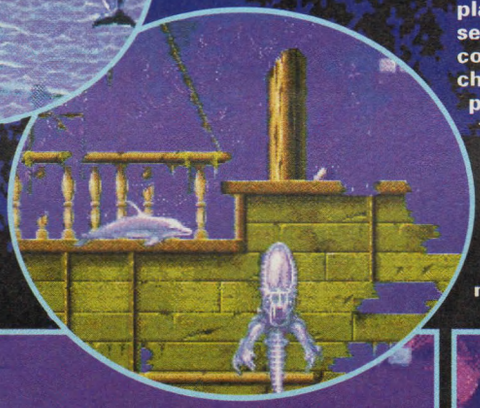
There's the usual complement of puzzles to solve. There are all the other dolphins you can talk to. Strangely enough they all speak perfect English. Whenever I've seen them, all they do is squeak and cackle. They sound just like Kirrane when he laughs. Most disturbing.

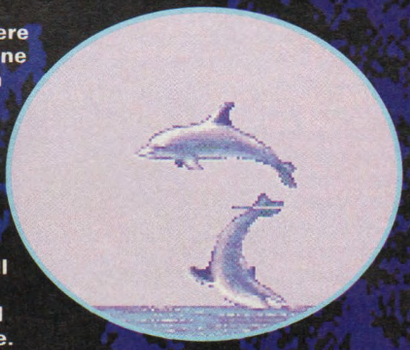
It's all very soothing to play and from what we've seen it looks as though it could present a pretty mean challenge. Although the gameplay seems much the same as the original there are some new features which are being implemented and of course it's all so much bigger. So, if you're into blue games (not that kind of blue) then check out the next killer issue of GamesMaster. Because that's where the full review is going to be, in all its subaqueous (whatever that is) glory.

LES ELLIS ■

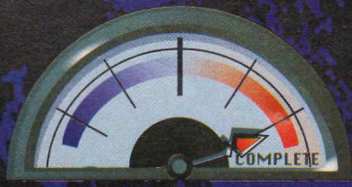
Well, well. Flying dolphins, flying higher than... than... the sea.

Who do those ancient spaniards think they are with their dirty great treasure-laden galleons?





All that splashing and jumping about is damaging the ozone layer. I'll get you for that.



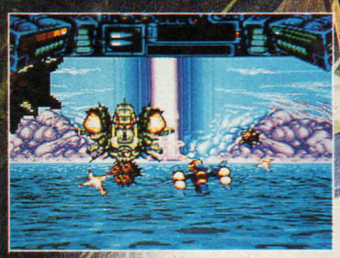
IT IS RUMOURED THAT IN ECCO 3, OUR YOUNG DOLPHIN HERO WILL FIGHT BACK AGAINST SPANISH FISHERMEN. NO, REALLY.

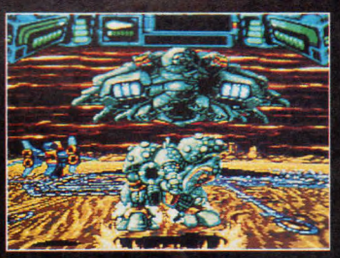
SOULSTAR

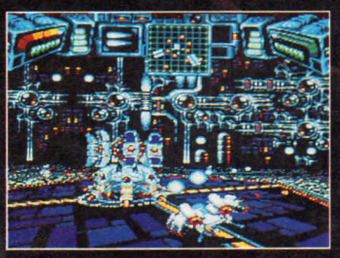
Blasting back the boundaries of the gaming experience, SOULSTAR captivates up to two players with out-of-this-world 3D graphics, a multi-morphing combat craft and fast and furious gameplay. Fly, drive and shoot your way through more than twenty incredible missions in a progressive, space shoot-'em-up that beats all the others!

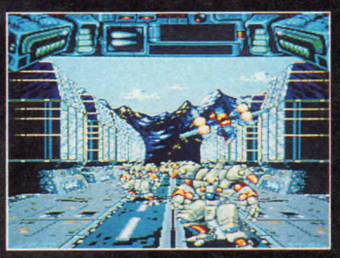
"The missions are huge, with 3 levels of skill included. Lastability is reinforced with concrete! I'm going to give it 92%."
MEAN MACHINES

Available on:
Mega-CD









CORE DESIGN LIMITED

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55 Ashbourne Road Derby DE22 3FS Telephone (0332) 297797 Facsimile (0332) 381511

SEGA™
MEGA-CD

Er, hello. Where's everybody gone? I'm lonely out here.

The pitch is invaded by rampant giant joypad thugs.

Weren't they Billy Idol's band? No, that was Generation X.

FIFA 95

What's going on here? Write in and tell us. Hang on, you'd better keep it to yourself...

FOR - MEGA DRIVE
FROM - ELECTRONIC ARTS

PRICE - £45
AVAILABLE - OCTOBER

Few things go together in life like E.A., sports games and sequels. Well, Kirrane and bonkerage, Marcus and Smithersage and Tim and niceage go together, I suppose. Following on from *John Madden '95*, *NHL 2001*, *Strike 3*, *Tennis 12* and God only knows what else, comes *FIFA 2*, or *'95* as they have cunningly called it.

So if I just list the differences in this version then I can pack up and go home early, can't I? For a start there are more options, but you don't have to be a world class psychic to guess that. The biggest change is that you now have leagues. And not just any leagues. You can get Premier league, German Bundersleague, Italian Serie A and many more. That's a big enough improvement for me, but there's more.

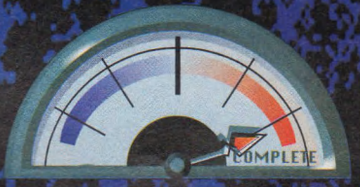
E.A. have actually listened to people's criticism of the first game and tweaked the gameplay. The passing, which was pretty unusable in the original, has been totally ripped apart and redesigned. It is now easy to use and strangely enough it is now a very important part of the game. No more taking one player and running the entire length of the pitch again and again. Now you have to use tactics and pass and everything. Luckily there is still the chance to pull off some really dirty tackles.

Whilst *FIFA* never managed to kick sand in the face of *Sensible Soccer*, it did outsell everything in sight when it was released. It didn't have the cult appeal of *Sensi* and it will be interesting to see how the Amiga versions of these games compare. This version will no doubt repeat some of that success. but after all is said and done, it's just another soccer game isn't it? Next month, we'll have a kicking review of both the Amiga and Mega Drive versions of it.

LES ELLIS ■

LEAGUE
Standings
English
G W L D P
Blackburn 0 0 0 0 0
Norwich 0 0 0 0 0
Coventry 0 0 0 0
Arsenal 0 0 0 0
Crystal Palace 0 0 0 0
Aston Villa 0 0 0 0
Everton 0 0 0 0

He couldn't decide which team to play for, so he used his chameleon shirt instead.



A FULL REVIEW WILL BE IN THESE VERY PAGES NEXT MONTH, ALONG WITH FIFA 3DO, WHICH WE'RE ALL LOOKING FORWARD TO, ESPECIALLY LISA.

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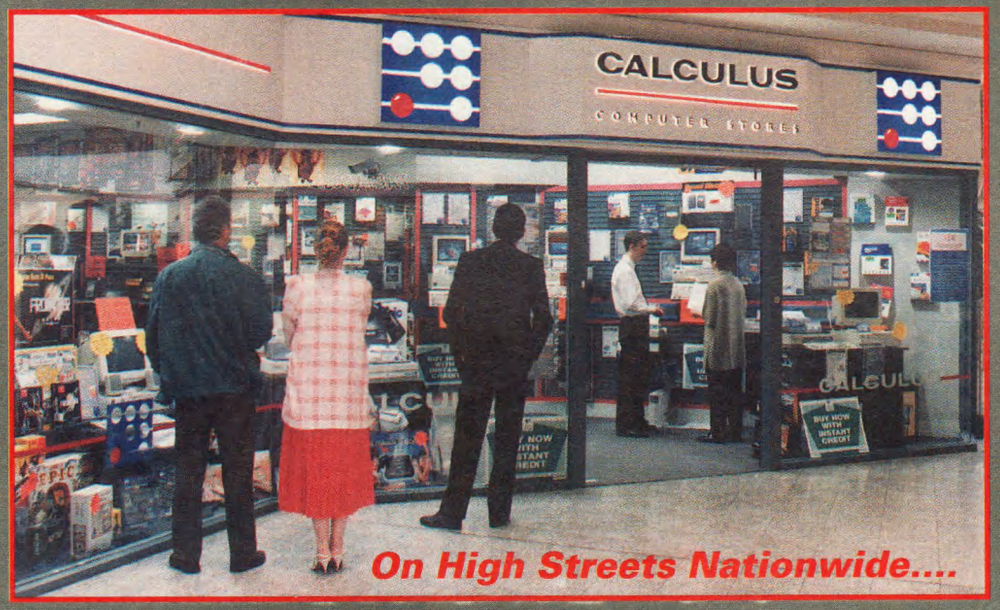

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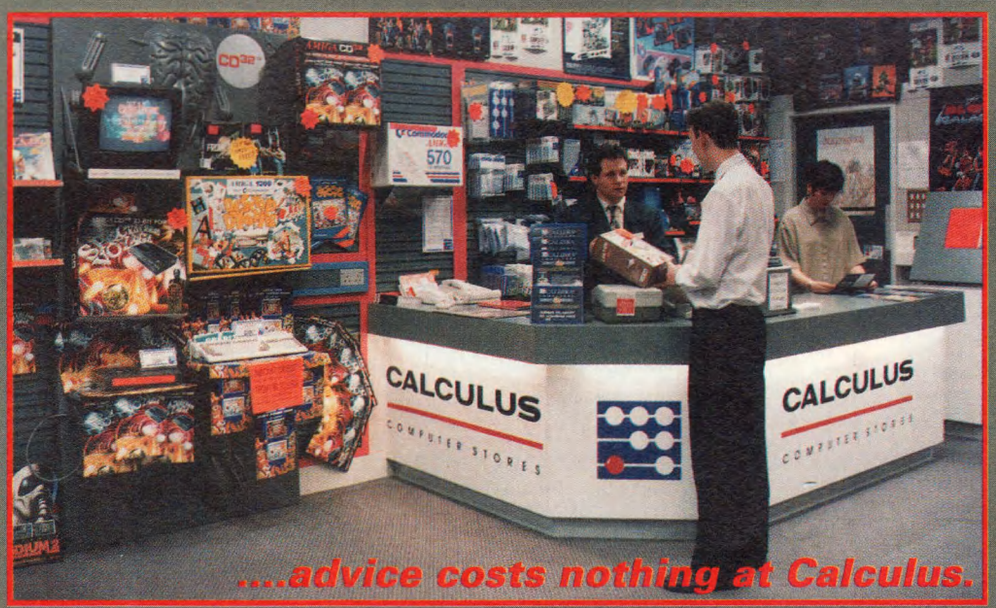

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FOR - AMIGA
FROM - BINARY ASYLUM

PRICE - £29.99
AVAILABLE - NOVEMBER

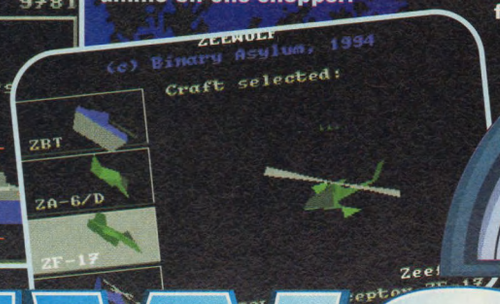
Ah, *Zeewolf*, zhat will be ze creature zhat tried to pick up, how you zay, your Little Red Riding Hood in ze forest, no? Cough, cough. God, that mysterious foreign accent does my throat in (sounds of much hacking and clearing of phlegm). That's better. Anyway, *Zeewolf* is actually the first game from a new software company called Binary Asylum. They've drawn their influences from games like *Desert Strike* and the 3D MicroProse titles. In fact, *Zeewolf* is basically a true 3D version of *Desert Strike*, but better.

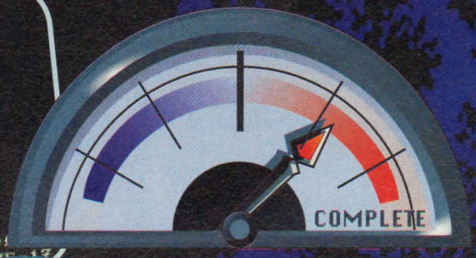
The graphics are 3D polygon-based with the landscape using patchwork technology. This essentially means that the landscape is made up of little squares of colour all sewn together. In the game you take control of a hi-tech attack chopper and use it to complete various missions. Of course, that would make it a *Desert Strike* clone, but there are a lot of differences. Graphics aside, the most obvious of these are the missions. In *Desert Strike* you really had to take them in the order that they came, whereas in *Zeewolf* it's up to you to decide the best way to complete everything. After all, what use is trying to escort that secret 'plane to base when there are SAM sites all over the place?

Zeewolf also uses an innovative control method that adds more feel to the game with some fast swooping moves possible, even when you have a battle-tank hanging from your underbelly. Well, not your *own* underbelly, but you know what I mean. The 3D runs surprisingly fast, even on an A500/600 and the game looks set to have all the elements that could well make it a classic. We'll be finding out very soon. LES ELLIS ■

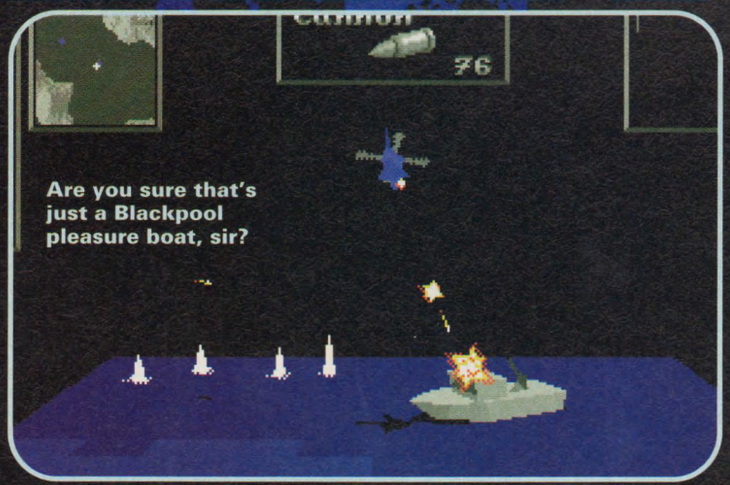
I don't see how they can fit 72 rockets, eight...

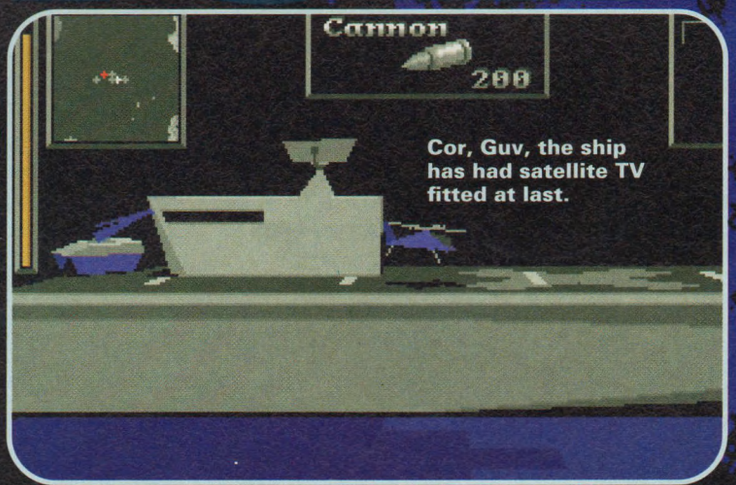
... missiles and cannon ammo on one chopper.





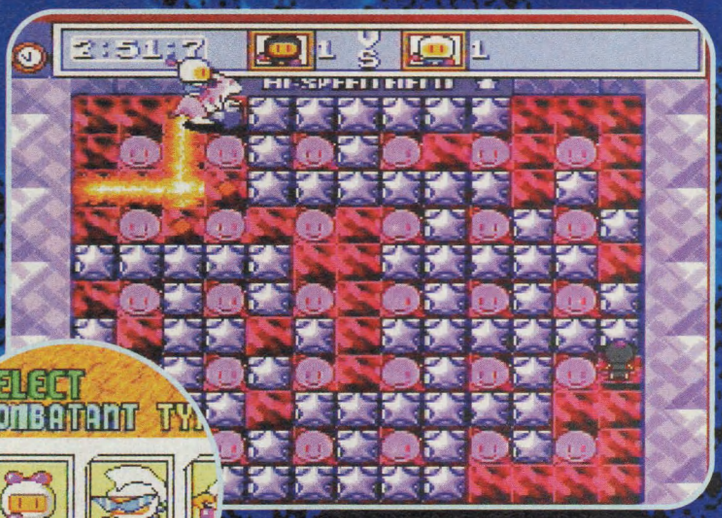
ZEEWOLF





Right . . . there's a sort of jungly maze . . . some little bunnys which you have to . . kill with bombs? . . . Right.

Here we see one of the bomberman astride his trusty day-glo kangaroo type steed. In a face and star level.



MEGA BOMBERMAN

FOR - MEGA DRIVE
FROM - HUDSON SOFT

PRICE - £TBA
AVAILABLE - TBA

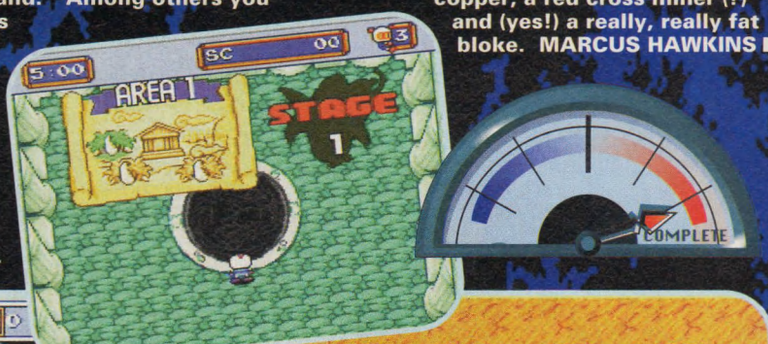
Remember *Super Bomberman*? The game that in last month's all time top 100 came in at a more than respectable number nine. The game that finally established that a Multi-tap does have a use apart from cluttering the place up and generally being confusing. If so, you'll also remember that the real beauty of the game was its simplicity. Drop a bomb and get the hell out of the way. That was basically it, and once you'd gone through all the wacky battle screens, with their warp holes and God knows what else, you always ended up back on the normal screen, with normal blocks and rules, where a fight was a little bit fairer and simpler. Or not. Either way, *Mega Bomberman* ups the ante with lots of extra features that you may or may not need.

As well as the usual largely irrelevant single player game, *Mega Bomberman* augments Battle Mode with a host of new options, choices and mad innovations. Big bouncing kangaroo mounts in day-glo colours, boasting individual super powers all round, seem to be the order of the day here in Loony Land. The new options include a range of little people to 'be.' Instead of just the one, clean but boring looking playperson, there's a full complement of clean and variously odd looking playpeople mutations. Among others you can choose to control a tiny dwarf, a sort of flash weirdo with silver space-shades and a sharkfin hat, a little old git complete with walking stick, a copper, a red cross miner (?) and (yes!) a really, really fat bloke. MARCUS HAWKINS ■

There are five themed levels in the one player game.

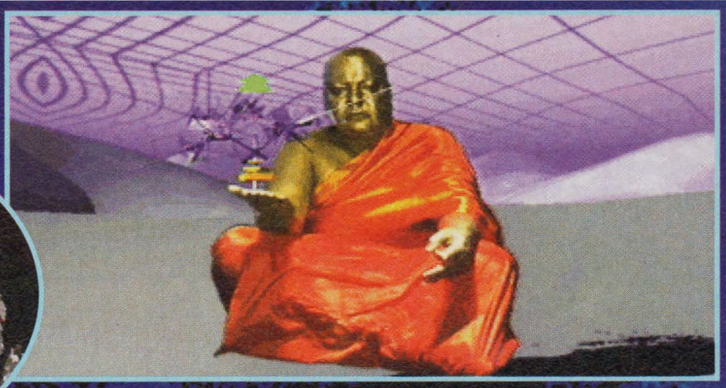
Jesus. There's only so much I can take, you know.

There's also a bit where the combatants parade about on a stage for a bit. No, really. Look.



No, I really respect you for your mind. I'd love to get to know you on an intellectual level.

She looks hurt. Check her pockets for cash, to see if she's worth trying to save.



Our very own Patrick Moore moves from famous TV megastar to unknown videogame top Buddha impersonator geezer.

BURN CYCLE

This is a dark and moody shot, isn't it? And look, there's my bright yellow cross. Great.

FROM - PHILIPS
FOR - CD-I
AVAILABLE - OCT/NOV
PRICE - £49.99

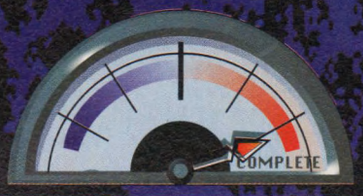
This is the latest example of how videogames are messing with the minds of our young. Instead of rescuing people and being all-round nice guys we are now encouraging them to be thieves.

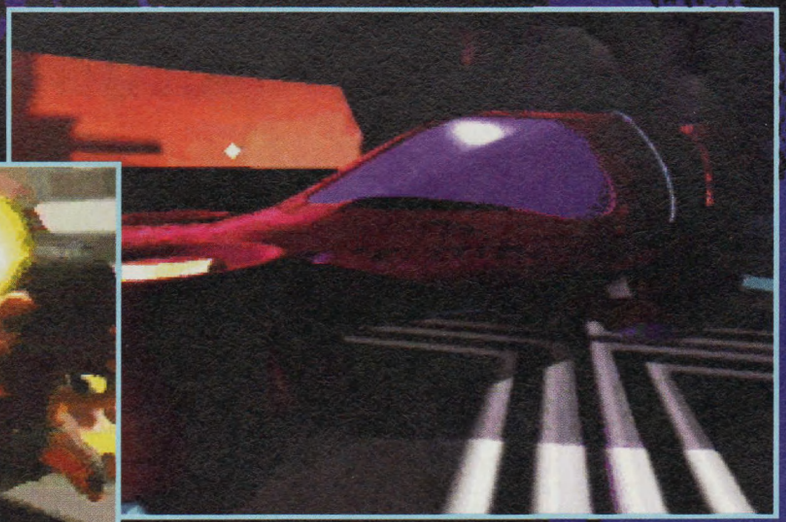
That's right, lowlife crooks who spend their time depriving people of their rightful possessions and making them feel unsafe in their homes. Why, back when I was a lad you could leave your front door open all night with your stereo on the lawn and a sign on top saying 'Steal Me' and...(*alright, you've made your point* – Tim).

When your kids turn to crime after playing this don't blame us, you have been warned. Alright, maybe I exaggerated. In *Burn Cycle* you play Cutter, a thief. Not a very good one because on his latest job he's had a deadly virus implanted in his head. This virus is going to melt his brain in a couple of hours unless he figures out how to get rid of it. It makes flu sound like a walk in the park

To get rid of this bug you've got to be a fast shooter, thinker, puzzle solver, bargainer, persuader and plotter. In other words it's a puzzle-adventure-type game with some strategy and a lot of shoot-em-up thrown in. For the goremeisters out there you'll be glad to hear that there are a few of the most bloodiest scenes ever seen in a videogame.

The graphics are pretty groundbreaking. The programmers haven't used the extra power of the digital video cart and have still managed to come up with some impressive visuals. The futuristic, well thought-out storyline really draws you in and with the mixture of gameplay there's something that should appeal to everyone. LES ELLIS ■





Now that's more like it. Futuristic motors and people having brain surgery with the aid of a gun. Don't know about that tattoo on her back though. I bet her mum's proud of her for that one. Still, maybe that sticky, red stuff seeping down her back will cover it up. Uurgh.

WATCH OUT FOR OUR FULL REVIEW NEXT ISSUE. HONEST.

Guess what the latest games release in Woolworths is called?

VORTEX
LICENSED BY
Nintendo
Pilot your morphing battle system as a walker, sonic jet, or land burner, to defeat the alien invader and save the universe from evil.
SUPER FX
ELECTRO BRAIN
Official Nintendo Seal of Quality
SUPER NINTENDO
ENTERTAINMENT SYSTEM

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

DOM'S TOP FIVE

Five games which have been giving me my jollies this month.

1. Micro Machines	Mega Drive. It's mini-vehicle-tastic.
2. Super Bomberman 2	SNES. It's bomb-blowing-tastic.
3. Dune	Mega CD. It's spice-mining-Harkonnen-killingly-tastic.
4. Theme Park	PC/Amiga. It's god-sim-with-humour-tastic.
5. TIE Fighter	PC. This sequel to *X-Wing*, I feel, improves on the original by letting you play the bad guys. A classic dichotomy of cartesian principles with enhanced graphics blah, blah, blah.

DOMINIK'S BIG PURPLE COLUMN

Yes, I have returned, to lower the standards of this fine magazine once more. I could go into a lengthy explanation as to why I left the show and why I'm back but, again, does anyone really give the slightest one-eyed python shake? Suffice to say, I was a bit grumpy with how things were going, so I left.

The good news is that this series of GamesMaster will be the best ever, and the magazine will reflect this. So, it's time for the welcome return of... Dominik's Big Purple Column!

A DAY WITH DOM

Each month I will pick a special day I've had, just so you can see what an incredibly fruit-filled life I live. Except this month, when I've had a special week and a bit, because I've just got back from a trip to LucasArts, who have parked their backsides just outside San Fransisco. I went over with about ten other highly respected computer game journalists, including Simon Kirrane from this very magazine.

Anyway, George Lucas is an incredible man. He is the man behind Star Wars, Indiana Jones and er... Willow. He is the man behind LucasArts, easily the best PC games programmer-types on the globe, and also the man behind the THX cinema sound system, which means absolutely nothing to me, because I'm deaf in my right ear. He's also a little bit strange. You see, he built this huge Skywalker ranch in the middle of nowhere, designed to be a place where artists, technicians and his media pals could work in peace and tranquility. Fair enough. The thing is though, he invented a story that goes with it. The tale goes that there was this old fishing captain who decided to retire in the late 1800s and build a home for his family, so everything on the ranch is tied in with this. If you're having difficulty understanding this concept, then join the club.

"Carlo, my boy, I've a'bin hearin' bad tings about a'you. A very bad tings. Keep it up."

FEATURE FILMING

We were given a tour of the ranch, which was great. Then all the journo boys and girls got to see the archives, where they keep all the little models and things used on Star Wars. Except I didn't. I had to go to the offices of LucasArts to do a recce, because I was filming a feature for GamesMaster the next day. And that was where I met Steve Shaw and Tim Sheaffer. They are the lead programmer and project leader on *Full Throttle*. Tim is a legend. He is the man behind *The Secret of Monkey Island 1* and *2*, *Day of the Tentacle* and *Indiana Jones*. Steve is just a top bloke. Both are members of that incredibly small club, Americans with Senses of Humour and Irony. Anyway, you'll see the interview I did with Tim and Steve on GamesMaster sometime in the series. I hope we are able to keep in all the stuff about the various toys they have, because toys are cool.

Apart from the LucasArts stuff, the rest of the time was spent hanging around the hotel

pool where we terrorised many a young American child with our Pool and Football orientated stunts. After the LucasArts business was concluded, all the journos went back home, but I, along with my bird, Myfanwy (not her real name), went down to Costa Mesa in California for a few days of relaxing surfing.

THE DAY I NEARLY DIED...

You may think I'm joking, but I am one of the best boogie board surfers in the world. I won the American Open for the first time in '91 and I haven't looked back since, except to see who believes all my lies. Anyway, this trip, I nearly died.

The scene: Laguna Beach. The waves are mental, 15-20 feet and very rough. There are three solid California boys wearing wetsuits because they're soft and can't stand the cold, and me, not even wearing glasses. Riding the waves on this day is like being at Alton Towers, without the queues. If you're lucky you stay on the board. If not, you die. It's that simple. After a while it gets a bit rough so I decide to come in. Except I can't. Because the current is too strong. The next wave is the mother of all waves, and it has my name written on it. What's worse, it's written with a C instead of a K at the end. I get in position, start kicking my little Scottish legs and time it completely wrong. The wave breaks on my head, 17 million tons of water, and I'm sent hurtling down to the bottom where I smack my head..

I'm now pooing myself. If I pass out, that's me gone. No more Manic's, no more Celtic FC, no more GamesMaster. Dexter gets more work and the show loses more viewers. Luckily, the wave carries me to the shore.

When I get out, I can't see out of my right eye, because my face is swollen up. So I go to hospital and spend five hours in X-Ray.

So now I'm back, my face is back to normal, but let this be a lesson to you. If you are ever in California, and are tempted to catch a big wave, then do it! You too will have a near death tale to impress your mates with. Cheers!

THERE'S MORE TO LIFE

Each month I will pick one example from modern pop culture with a recommendation that you experience it instead of playing games all the time. This month: join a gang. Gangs are cool, but in Britain we lag behind once again. In America, you have the Bloods & Crips, over here we have The Disney Club. Great, isn't it? So, get together with a few mates, invent a name and some crazy initiation ceremony, then hang around a shopping centre. Very easy *and* sociable.

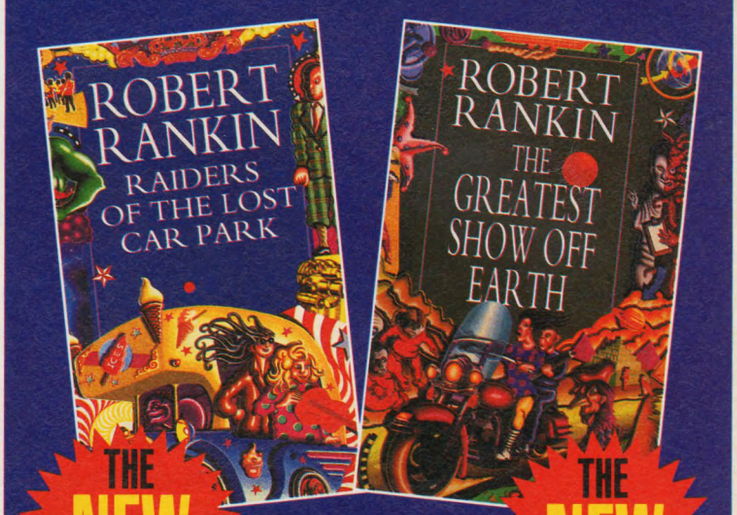
They're big!
They're bold!
They're bawdy!
And they're bound for the top!

They're the knockout new novels from the author dubbed
'the drinking man's H.G. Wells'

The writer Terry Pratchett considers to be
'one of the rare guys who can always make me laugh'

The ringmaster of interplanetary hilarity

ROBERT RANKIN



THE NEW PAPERBACK

THE NEW HARDBACK

They're hot off the presses and they're in your local WH SMITH now - so grab 'em while they're still steaming!

CORGI

Doubleday

Mortal Kombat II... Don't make us laugh.

Super Street Fighter II... Kids stuff.

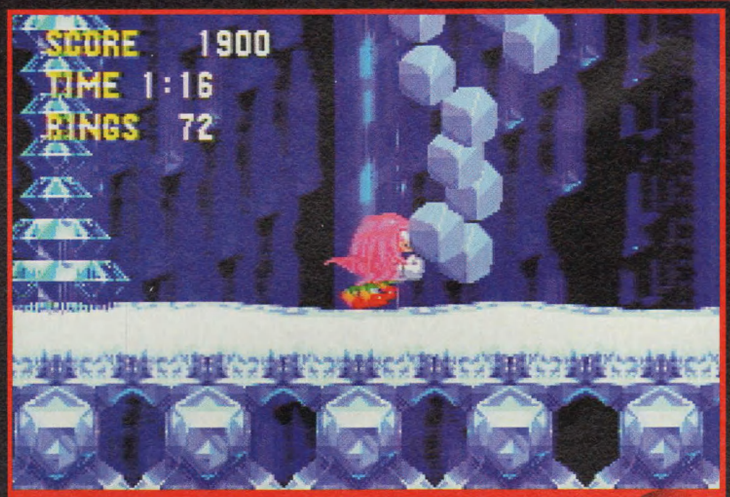
Everybody knows that Doom is the hardest game around.

And it's about to get even harder...

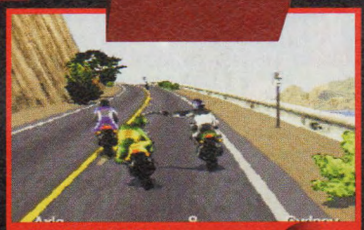
Doom II: Hell On Earth has three totally original multi-level worlds packed with shotgun-wielding zombies, fireball-spitting imps and fearsome archdemons. Doom II adds six new enemies including a vicious Skeleton, the Hell Knight and the Archvile. And... no, if you want to find out more about Doom II: Hell On Earth you'll have to buy the October issue of PC Gamer, read our exclusive location report from the HQ creators id Software and check out the first review of the game. It's on sale from 22nd September. You should get a copy.

PC GAMER

REVIEWS



SONIC AND KNUCKLES. It's here and it's fabbo. Find out all the weird and wonderful fun you can have with Mr Spiny and his pal Fisto! 36



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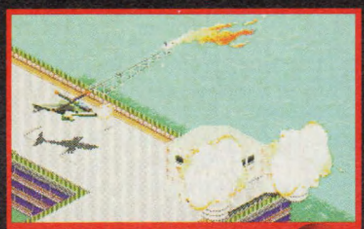

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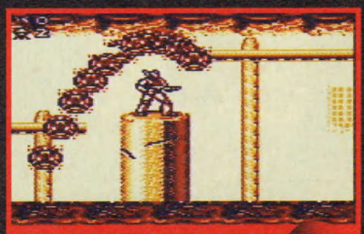

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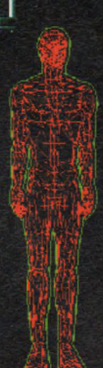


SCAN IN PROGRESS

It's a Miami Dolphins key ring. Tim's a fan, y'see.

VIRTUAL ID CONFIRMED

Tim Tucker
EDITOR

SECURITY CODE GA 19 59 B

SCAN IN PROGRESS

Simon's key fob doesn't make sense, of course.

VIRTUAL ID CONFIRMED

Simon Kirrane
DEP EDITOR

SECURITY CODE GA 19 59 B

SCAN IN PROGRESS

The demon in Les is reflected in his choice.

VIRTUAL ID CONFIRMED

Les Ellis
STAFF WRITER

SECURITY CODE GA 19 59 B

SCAN IN PROGRESS

What's this? Garfield? Well that says loads.

VIRTUAL ID CONFIRMED

Marcus Hawkins
ED ASSISTANT

SECURITY CODE GA 19 59 B

SONIC & KNUC

He's still blue, he's still spikey and he's still wearing red shoes. And he quite readily hangs on to things.

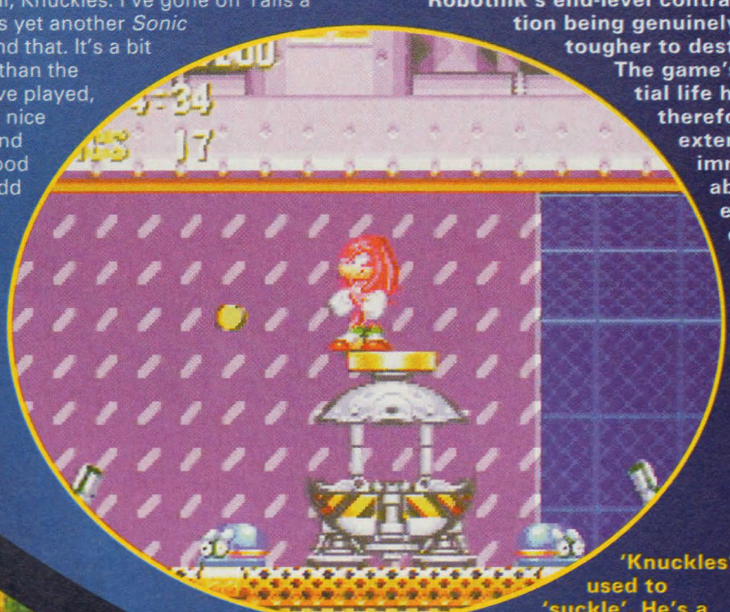
While Knuckles has dreadlocks. Lovely.

Imagine an echidna, redder than a red felt-tipped pen. And strong. Stronger than the leather on a stout pair of village policeman's shoes. Give him a stupid, yet distinctive, fist-based name, throw in a mysterious, eccentric personality, and you have one of the most appealing platform characters to grace the Mega Drive since... since the last appealing platform character. Who happened to be that most blue of hedgehogs, Sonic. And they met. In *Sonic 3*. A combination that went together like coffee and cream. This time round, though, you have a choice. Now that the canny canine that was Tails has left, P45 in paw, it's just a couple of ordinary spiky mammals that stand between Robotnik and his usual Chaos Emerald-esque domination. And you can play either of them. Separately! No more will you be tied to having to have the hedgehog somewhere on screen. For you can BE the spiny anteater. On his own.

SPINECHILLER

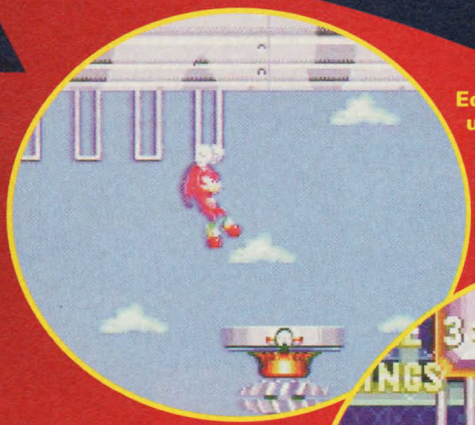
The beauty of this is that you have two games in one. Sort of. In a choice-of-two-characters-with-different-strengths-and-weaknesses-kind-of-way. Echidnas, you see, may not be incredibly fast, but sure make up for it with their strength, and their ability to glide when they jump. They also come from Australia and New Guinea, surely a bonus in itself. But their greatest characteristic by far must be the fact that they can climb walls or any other vertical surface. Very handy for those inaccessible high up areas. Still no change in the hedgehog department though; fast and blue, that's your Sonic. The game is also fortunately more of a challenge when you play as Knuckles, with the mid-level bosses and Robotnik's end-level contraption being genuinely tougher to destroy. The game's potential life has therefore been extended immeasurably, especially as the action takes place over

It's Sonic and he's great. I love him, and now I love his new pal, Knuckles. I've gone off Tails a bit. This is yet another *Sonic* game, and that. It's a bit tougher than the others I've played, but it is a nice addition and it's really good that you can add new life to your old *Sonic* games with the special plug-thru action. And that's it, I'd play it till the cows came home. **SIMON KIRRANE** ■

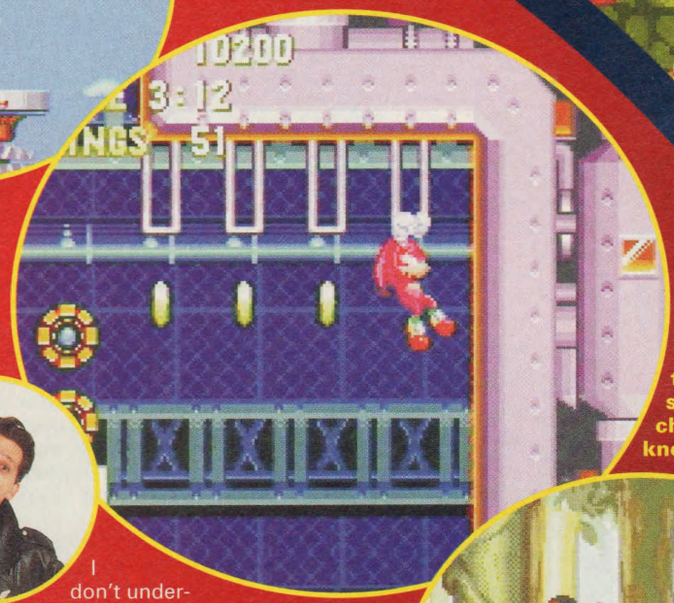


'Knuckles' used to 'suckle'. He's a mammal, you see.

C & CKLES

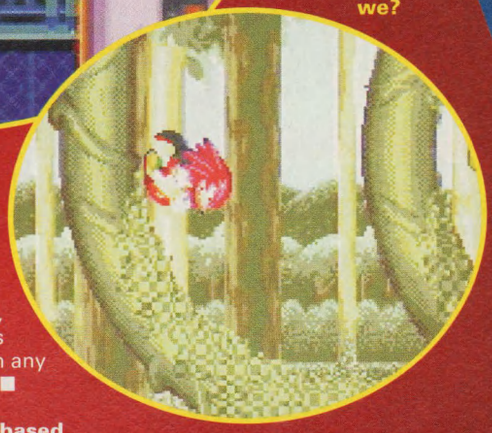


Echidnas, unlike hedgehogs, are good at hanging around.



Very, very good in fact

Is he friend or is he foe? Of that we still do not chuffing-know. Or do we?



I don't understand why it's not called *Sonic 4*. No-one seems to mind about that, but I tell you, it really bothers me. And where is Tails? I love Tails, he's cool. It's a bit strange, isn't it? Anyway, here comes the cliché – if you like Sonic, you'll love this. In fact if you liked *Sonic 2* and *Sonic 3*, you'll love them even more when you get a chance to play Knuckles in them, with all the new powers that he provides. Sonic's still great, and this game's more challenging than any of the previous games. Woo-hoo! **TIM TUCKER** ■

six sprawling zones, each with the required number of bonus rooms

A 'hog in a bubble and a giant mushroom. Must be something I've eaten.

and special stages. The F-RAM-based save game facility (a very expensive hardware device) from *Sonic 3* has also been removed. But what clearly separates this from previous *Sonic* outings, is the thing that actually ties it closer than a very close thing to these earlier games. The cart is backwardly compatible with *Sonics 2* and *3*, so you can now use the mighty powers of the echidna to play through these platform golden oldies. This really gives these semi-retired games a whole new lease of life, and gives the Sonic phenomena a much-needed boost. I can see you dusting down your old cartridges at this very moment.

LOOKS FAMILIAR

Sonic and Knuckles does look very impressive, and takes its graphic feel from *Sonic 3*. In fact it takes the best gameplaying elements of *Sonic 3* and adds even more. Amazi-ningly.

For once the programmers haven't just dished out a luke warm sequel. The 3D into-the-screen Special Stage from *3* is still present, which really is no bad thing. As you can see from the box (over the page), there are loads of things for your thorny chums to interact with, and occasionally avoid, but the gameplay that lurks beneath this flash exterior remains unnervingly similar. Must run fast. Must collect coins. Must find emeralds.

So, this is the best *Sonic*-on-a-cart yet, and the interaction with previous *Sonics* it allows is a real plus . Cynics the world over will obviously

FOR - MEGA DRIVE
FROM - SEGA
TEL - 071 373 3000
AVAILABLE - OCTOBER
PRICE - £TBA
END ■

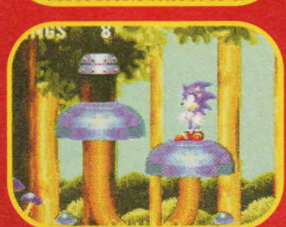
MAMMALITY

There's loads of mammal interaction to be had. Including the predictable vertical bar exercises.

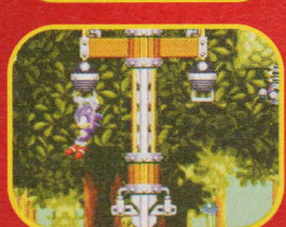
More surprising is the inclusion of that old recreation ground favourite, the 'swing'. Great for reaching those, er, hard to reach places.

Aah, the snares. Green ones, brown ones, you name them, they're there. To snare, simply hold down and spin like buggery to escape their grip.

The double snares are worse. Like giant springs they'll catch you in their coils. A quick spin and you'll be flung out, usually into more danger. It's a 'hog's life.



Upwards you'll fly, if you jump on one of these here contraptions. In true flying upwards tradition, you'll reach higher areas. A seesaw then, if you will.



Yes, it's that pulley thing. Pull down and you go up. Sounds stupid? Well it's not, you're wrong. It works very well. And guess what? You can reach higher levels.

A parachute that looks like a mushroom. Or is that a dummy? Could even be an inverted nipple. But it handles very well. Rather like a parachute. Yes...

Monkey bars for a little monkey. Well, for an echidna or a hedgehog anyway. They're very easy to use.

"Knock knock." "Who's there?" "Echidna." "Echidna who?" "Echidna find me key, so yee'll haf to let me in." Humour is very important, especially when stuck in traffic jams.

moan about how it's just another hyped hedgehog release and, up to a point, I would agree. The distinctions between this and the other *Sonic* games (*Sonic Spinball* excepted) in terms of the actual essence of the game are, to be honest, negligible. It really is a sequel in everything but name.

Yet, for once, it's been made a tad challenging, and deserves recogniton for that improvement alone. It is unfortunate to have to say it, but it really all rests on the price. *Sonic 3* was so pricey because of the expensive cart technology for the save game facility. With the technological advancement this time around, are we going to see yet another price rise? Sega are keeping the actual cost very close to

Knuckles looks cold here, which isn't surprising. He's gone a sort of pink blancmange type of pink colour.

their chests as we go to press, but there, we can't have everything can we? We got the first independent review anyway.

Knuckles fever could soon be with us, and could quite conceivably push the hedgehog into early hibernation. 'Knuckles the echidna' doesn't exactly roll off the tongue like 'Sonic the hedgehog' does it? And I can't quite see the Williams formula one team painting their cars a sort of pinkish red colour. But there again, Kunckles does have a more mysterious air about him. So let's just wait and see. You are the ones who will ultimately decide. Scary, isn't it? MARCUS HAWKINS ■

GRAPHICS

The tip of the *Sonics* iceberg. Lovely little animation touches.

SOUNDS

The same sound effects (including *those* ring noises), and the same type of up-beat music.

PLAYABILITY

It's *Sonic* through and through. Knuckles just carries the ease of playability further.

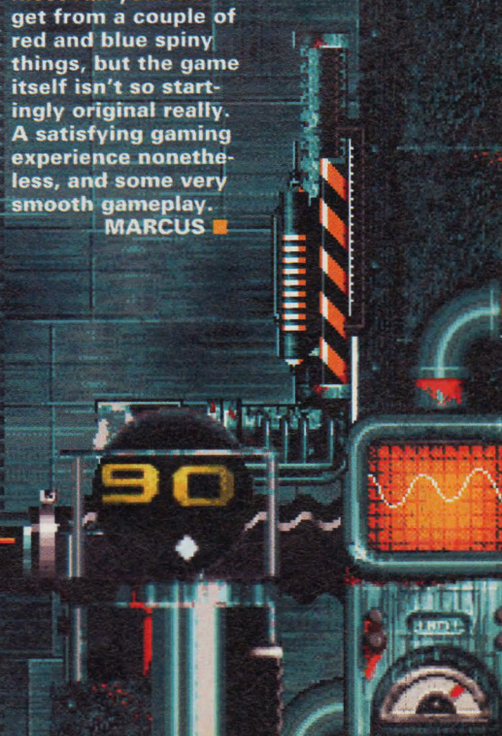
LASTABILITY

There are two characters, it's harder and the cart's cross-compatible. It's going to last, that's for sure.

OVERALL

Quite clearly the most fun you can get from a couple of red and blue spiny things, but the game itself isn't so startingly original really. A satisfying gaming experience nonetheless, and some very smooth gameplay.

MARCUS ■



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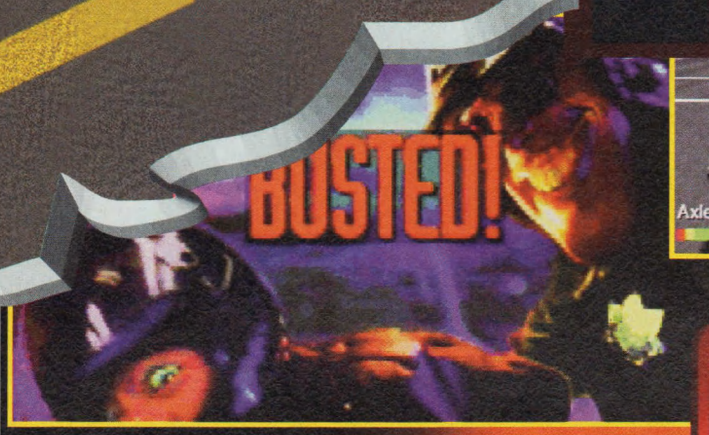
It *is* very impressive. It *is* lovely to look at. It *is* fast. The soundtrack *is* rocking. It *is* one of the best games on the 3DO (apart from the awesome *John Madden*, of course). But (and this is where I get unnecessarily picky) it's not quite a true racing game. The courses aren't as well designed as true classics like *Stunt Race FX*, *Mario Kart* or *Virtua Racing*. But enough of this cynicism. The great graphics, wonderful feeling of speed, and smart violence-packed gameplay make this a 3DO owner's must-buy. Basically, this deserves to sell as many copies as there are 3DOs.
TIM TUCKER ■

FOR - 3DO
FROM - E.A.
TEL - 0753 549442
AVAILABLE - SEPT
PRICE - £44.99
STOP ■

With silicon jaw implants, this guy is not one to mess with.

Cupid or stupid? It's your choice.



...what happens if I swing it around? Yep, that's what I thought would happen.

Here's a police officer wanting a word with me. And I've got a nice big chain...

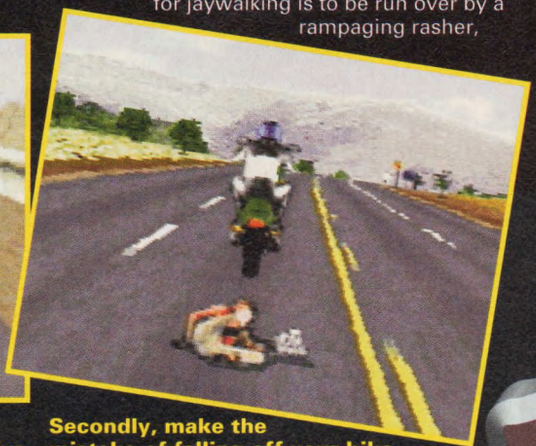
ROAD RASH

I've got this mate called Jason, and he's forever going on about his motorbike and all the daredevil antics he gets up to on it. He's always telling me how fast he goes, the knee slides he does, but the worst bit is when he tells me he's off to some race circuit to see just how fast his bike will go. He came round my house last night, but even he was lost for words when I told him about my latest bike-related antics.

He could only gasp as I recounted tales of racing through city streets at speeds over 100 MPH, reel with horror (and jealousy) as I ran over innocent pedestrians and fought the long arm of the law before running him into an oncoming truck. He almost projectile vomited when I told him about how I got a motorbike chain and wrapped it around some poor old granny's head. If he ever finds out that I only did all this on the 3DO version of *Road Rash* then he'll lose that little bit of respect that he had for me.

Road Rash is the game the 3DO has been begging for. Superb graphics featuring the best backdrops you have ever seen. The town levels are unbelievably fast as well. The feeling of speed as you race past the buildings is unreal.

Of course, motorbike racing games aren't real motorbike racing games without a liberal dose of mindless violence, and *Road Rash* is very liberal with its dose. The first thing you'll notice is the amount of people who are wandering about the levels. Well, the penalty for jaywalking is to be run over by a rampaging rasher,



Two steps to heaven. First enter a road race and come up against someone like me when I've got a chunky bike chain and I'm in a bad mood.

Secondly, make the mistake of falling off your bike after you get hit so I can run over you.

YS ARE BACK IN TOWN

Bit like Eddie Murphy, but funnier.

She's scary. She's had her bits pierced.

Bruno Biker, y'know wot I mean Harley?

Tina Turner of the biker world.

Is this what it means by tear down the dotted line on my licence?

Hmm, can't seem to pick up hitch-hikers. I'd better run over them I suppose then.

GAMESMASTER TIP

On the scenic country tracks look out for the short-cuts on the right-hand side. They're usually marked by some men doing roadworks.

and invariably that's you. The combination of super fast racing action, hard rock soundtrack and those phenomenal graphics (and of course the mindless violence) makes *Road Rash* instantly playable and very addictive.

The queue to play this in the office was huge; I was supposed to be reviewing it and had to wait an hour to get a go. Tim is now convinced he's some kind of avenging hell's angel. Marcus wants to be the leader of the GM bikers gang and Lisa now wants to be a biker girl. All these transformations after one go on *Road Rash*.

It retains everything that made the Mega Drive version so special, but with the amazing graphics and rocking soundtrack (provided by Soundgarden, among others) it's now the complete experience. This fires off the first warning shot from the 3DO camp to the other machines – don't write it off yet, because *Road Rash* shows what it's capable of.

LES ELLIS ■

Tim, in that tiny, tiny space he was given for his ventilation, has perfectly summed this up. It's slick, greasily fast and instantly playable. There's a great mixture of styles, with the in-between FMV sections, caricatures and rock soundtrack really fleshing out the game. Like all pink and puffy rashes, this Road-based one will be difficult to ignore. **MARCUS HAWKINS** ■

GRAPHICS

Alright, so the animation on the main sprite is a bit ropey, but everything else is buuurrrriiillliant.

SOUNDS

None of your namby-pamby plinky soundtracks here. Just good, hard, heavy, rocking tunes.

PLAYABILITY

Great combination of racing and violence. Instantly playable and will leave you begging for more.

LASTABILITY

Only five tracks but they do get very tough. *Road Rash* is the most addictive 3DO game ever.

OVERALL

It's been a long time coming but it's been worth the wait. Quite simply the greatest game the 3DO has got, *Road Rash* makes everything else look a bit silly really. Great action, great graphics, great soundtrack, all add up to a great game.

LES ■

Access Show Features

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The Next Generation

CD-ROM Today

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That's right. This year's FES will feature the World premiere of possibly the most eagerly awaited piece of new gaming technology for years. Nintendo's all-powerful Ultra 64 will be at the show in arcade-format. And you'll actually be able to play it!

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Only at the FES show will you be able to get your hands on the very latest in interactive entertainment. We've been working round the clock to assemble an all-star cast of new machines. And it's all gone rather well...

Leading the assault of the next generation of interactive technology is the 3DO. You've seen the screenshots, you've seen games magazines go crazy about it and now you get a chance to play it for yourself. We'll have machines available for you to use and there'll be plenty to buy for great prices!

Philips will be unveiling their new CD-i machine and a radical line of new thrilling programs - come along and judge for yourself!

Coin-ops

As well as all this great stuff, there'll be a host of top-of-the-range coin-ops at the show for you to play. There will be Daytona, Virtua Fighter, Rad Mobile, all the new Streetfighter versions, Ridge Racer, a stack of Neo Geo hits and plenty more besides.

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Only at the FES can you see the very cream of Britain's gaming elite fighting for the title of National Games Champion. They've been battling it out in rigorous qualifying stages all through the summer at Future Zone stores. On Saturday 29th, you can see the final of this gladitorial contest.

National Games Championship

Theatre

The focal point of this year's FES will be the theatre areas, packed to bursting point with great items put together by the editors of your favourite magazines. There'll be top programmers debating hot issues and demoing their new games. There'll be exclusive previews of forthcoming Christmas hits. You'll also be able to come along and test your mettle against some of the best games players in the country.

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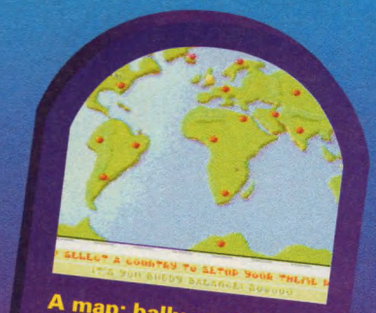


A map; bally useful these things, constantly.

The park's closed, there it lies. All shut... up.

The graph sat there all chart-like and informative.

theme PARK

A couple of issues ago, our very own Les went mental over the PC version of *Theme Park*. Now E.A. and Bullfrog have brought the game to the grotty Amiga-owning masses. But is it as good? Was it any good in the first place? Blimey, this is a big box. Simon... looks... at... the ... game... PHEW!

In the endless search for thrills that is videogaming today, a new activity has recently cropped up. Forget zooming about the place zapping hordes of aggressive aliens. Don't even think about running around headbutting bricks for power-ups. No, the only way to get your full whack of adrenalin is to tap away at a mouse, trying to maintain stable growth in a painstakingly simulated series of inputs, outputs, and attrition posing as a theme park. Sounds a bit heavy-going to

Say this three times in the mirror and a funny...

... fat bloke will appear and bugger up your park.

FOR - AMIGA
FROM - E.A.
TEL - 0753 549442
AVAILABLE - SEPT
PRICE - £34.99
STOP ■

SLIMMERS CORNER

The 500 version is slimmed down somewhat. Among other things, you'll miss nine rides, seven shops, four staff, share dealing, two types of punter and some of the more detailed graphics. Sounds a bit more manageable to us...

me. The funny thing is that once you get a couple of people bouncing around in the sole bouncy castle that your embryonic theme park boasts, you start to care about them. You want to make them happy. So you buy bigger rides, put up burger bars, flog them balloons and even stick the odd bog in for their bursting bladders. Or to fleece them of as much cash as you can. Of course, if you put all the prices up too much, the people get fed-up, so-ooo, you don't get any money. In other words, you have to keep the people reasonably happy to make any money, and you have to spend money to do that. Hang on, I'm lost myself now. Let's start again; a field with a fence round it and a gate. Now you need rides and a few paths. Then open up and let the punters in. Hire a few employees like security, maintenance and entertainers to keep everything ticking over, and watch the money roll in. Or not. Maybe there aren't enough rides or there's nowhere to get food. Maybe the price is too high or too low. A liberal application of shops and attractions should do the trick.

At the end of each year you get a rating and comments such as 'your safety record is bad' to let you know how you're getting on, and there's constant access to a worrying number of graphs, bank statements and surveys. Virtually every aspect is tailorable, from the salt on the chips to the capacity of the rides, and each of your customers is an individual, with their own desires expressed in little thought bubbles. An involving and, despite the odd comic touch, serious balancing act that your economics teacher would approve of.

SIMON KIRRANE ■

PARKLIFE

There are four different types of people in your park, each with their own special blend of drives.

'Blonde man' has plenty of cash, but expects a lot.

Meet 'little boy', the boy who's little!

'Fat woman' is fat. Ish.

And let's not forget 'little girl' the amazing girl who's little!

Legions of thoughtful pixels gather... around.

The empty warehouse was all bare.

These are the bogs, where people, er...

GRAPHICS

Clear, cute 3D park view and excellently presented data screens give the game a highly polished feel.

SOUNDS

There's an excellent crowd noise, but that's about it really.

PLAYABILITY

Engrossing to say the least, but this version suffers from a bit of slowdown when the park's a decent size.

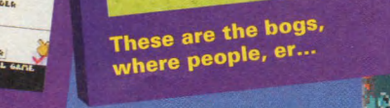
LASTABILITY

With umpteen things to fiddle with and an expanding empire you could feasibly go on forever.

OVERALL

Inevitably not quite as slick as the PC version this nevertheless is one of the most complete and self-contained worlds you can get.

SIMON ■



Okay, we're all aware of the pedigree of the *Strike* family, but is the latest addition worthy? No, wait, don't look at the score yet... Oh, you've spoilt it now. I'm going to sulk.

URBAN STRIKE

Watch him attempt to purloin the blueprints.Go on, watch.

Aaah, what is the strange alure of the chopper? Airwolf, Blue Thunder, Budgie – all have their possessive and slightly eccentric fans. They're cults, all of them. And it's no wonder, because, let's face it, they're sex on rotors. So when *Desert Strike* came along, it's no wonder it caused a storm. A desert storm, you might say (*then again, you might not* – Tim). It was isometric perspective hellfire-em-up heaven.

Then, after a gritty and exhaustive couple of years of sand-filled screens, we were given the refreshing leafy-greeness of *Jungle Strike*. The cool canopies were ours to flit around, being a terrible nuisance to the world domination plans of South American drug baron/Middle East despot heir allegiancies. The chance to drive such exotic machinery as a motorbike was a real bonus, but nothing could beat the pleasure obtained from a good jink. In your Commanche.

And now we have more *Strikes* than British Rail. Alright, alright, so we don't. That was journalistic licence. For emphasis, you know? But yes, *Urban Strike* is finally here to relight our fires. Taken out of a contemporary US situation, we're now dragged kicking and screaming into the Americas in the year 2001, where a curiously insane chappy by the name of Malone has the usual mad, nutty, loopy plans to BE the boss by all means artillery-based.

STRIKE THREE

Although it isn't as strikingly (*absolutely hilarious* – Simon) different from its predecessor as *Jungle Strike* was to *Desert Strike*, there are some major differences, the most obvious being the inclusion of several running-around-building-interior sections, which complement the main aerial action. However, these do occasionally suffer from some frustrating glitching, and it's easy to get stuck in the walls.

More problems have also been added (like cutting a certain wire to defuse a bomb), so it's essential to keep picking up people to get information.

There's also a greater choice of co-pilots who tend to hang around playing pool in the local social club, and your selection for different campaigns is more crucial than before. Winching is more prominant in this game, so there's no point going for a gunner all the time. But thankfully, it does seem easier to pick things up in this third outing.

I do feel though, that despite claims to the contrary, *Urban* is slightly easier than *Jungle*, and as before, the end is rather an anti-climax. But perhaps that's an indication of how fraught the action is in the main body of the game. Sometimes the margin between success and failure is closer than an agoraphobics convention – you really do have to find out where all the ammo, fuel and armour repair are located to succeed.

Still my favourite shoot-em-up on the Mega Drive, *Urban Strike* takes the familar theme one step further. It's just a pity it isn't that bit longer. **MARCUS HAWKINS ■**

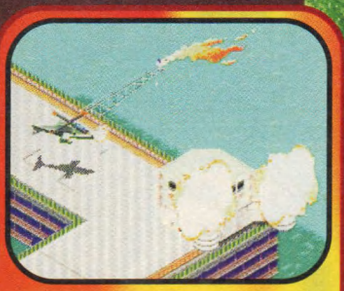
This is one of the last things you'll see in the game. If you find your target, that is. Rather like this chap here.

The club where your co-pilots hang out. Playing pool. So very reassuring, isn't it?

You should pass the sight test with flying colours.

A map screen. Showing a map. On a screen. Yarse.

Your chopper, it is so small. But packs a punch.



An oil rig. Ablaze. Put it out. With your chopper.

PLAYING URBAN STRIKE IS A LOT MORE FUN THAN A LOT OF THINGS. LIKE A CHAIR. OR DESMOND MORRIS.

CITY KICKERS...

The Mohican. But not the last of. Because you get three, you see. Oh yes.

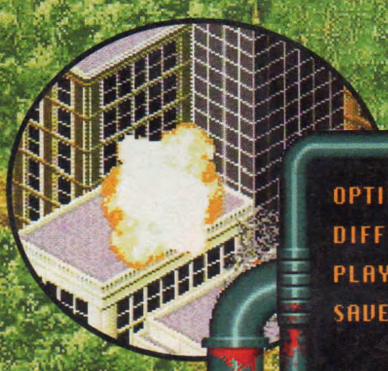
These are the Ground Assualt Vehicles (GAVs). Assualting the ground.

I love the *Strike* games. This one's not the best though, which is a trifle disappointing, but it is a very fine game, with a more futuristic helicopter at your disposal, and the chance to stretch your legs a bit and run around a casino. Shooting people. On the downside, it's easier than *Jungle Strike*, with only the San Francisco level providing any real challenge. Still, I can't get enough of your love, er, I mean, I can't get enough of these *Strike* games, and this is a welcome addition to the series. TIM TUCKER ■

The Blackhawke. Ideal for a touch of winching. But it's tougher to control. Rather like a clockwork fish. In Wales.

Blast the towers. For they are tall, bamboo structures.

'Tis not snow, but cloud. Thick, creamy, smothering cloud.



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GRAPHICS

Still the same great momentum on the chopper, and top explosions.

SOUNDS

No in-game music, but the gentle purr of your rotors is a great contrast to the beefy blasts you cause.

PLAYABILITY

Fly, aim, fire, winch. Simple. Can be difficult to shoot straight in the out-of-chopper bits though.

LASTABILITY

Trouble is, it's so addictive, you'll be playing it until you finish it. But sadly that won't take long.

OVERALL

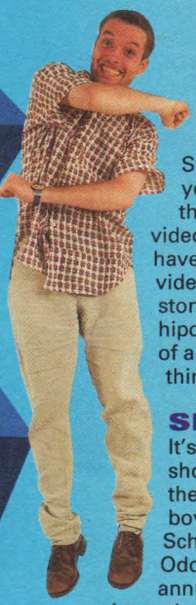
Is the world big enough for three *Strikes*? Quite possibly, and if you've never played the first two, get this now you silly 'apeth, you.

MARCUS ■

JUDGEMENT

92

EARTHWORM JIM



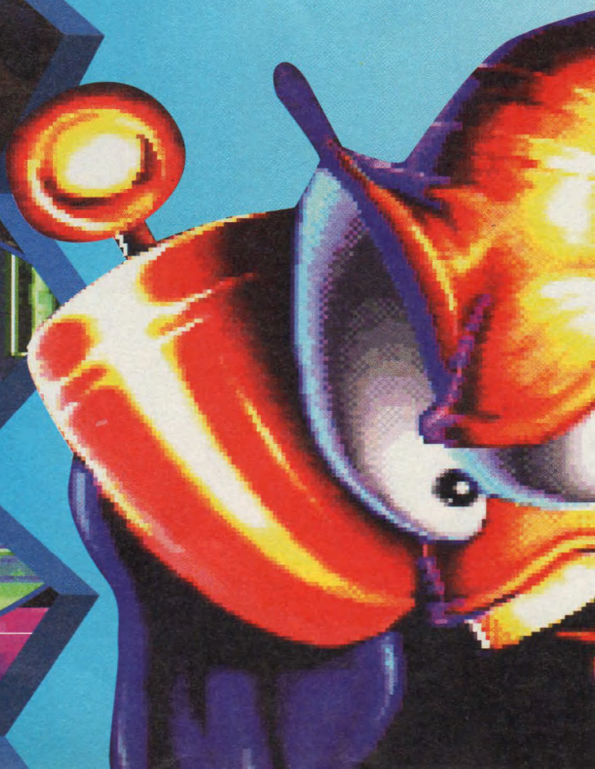
Try to imagine a world, created by Dr Suess and inhabited by rejects from the Ren and Stimpy show. Now, use your imagination to craft this vision into a videogame. Right, now all you have to do is imagine that the videogame is one of the most stonking, original, humorous, hipcooltrendy, muddyfunstas of a game. You are now thinking of *Earthworm Jim*.

SLIM JIM

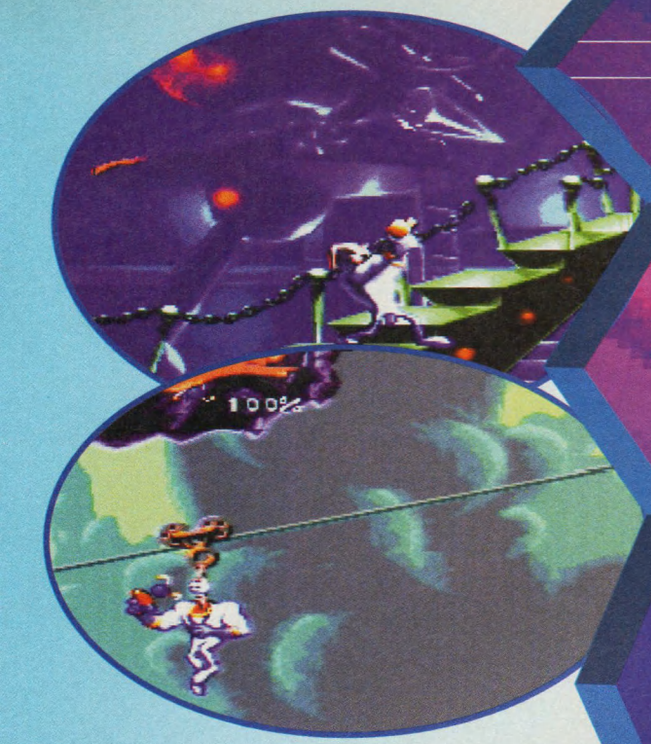
It's a puzzling-platform-shoot-em-up with some of the hardest and funniest bad boys since the Reform School For Hard And Slightly Odd Looking Lads had its annual fete. Jim has been animated so well by Dave "animation genius of *Aladdin* and *Cool Spot* fame" Perry that even walking reinforces his personality. Despite the fact that he can do very little on his own and is wearing a suit that gives him extra-special powers – reminiscent of the pants in The Wrong Trousers. In fact, there are so many applications of animation to make you stop and think 'that was nice' that after half an hour you will realise you are playing the best looking game in the world ever. Let me give you some examples:

When your brave invertebrate fires his gun, the flash lights him up and looks like he is actually firing a gun. The sun pops out from behind clouds and creates sun spots that are so realistic that you feel warmer. When you bounce on a pile of tires, loose ones bounce out as realistically as they could ever do in a videogame. The into-the-screen jetpack riding bonus game is so psychedelic that the first time I played it in the office everybody screamed. In fact this was such a good looking game that you always find yourself playing it with an audience – people can't take their eyes off it.

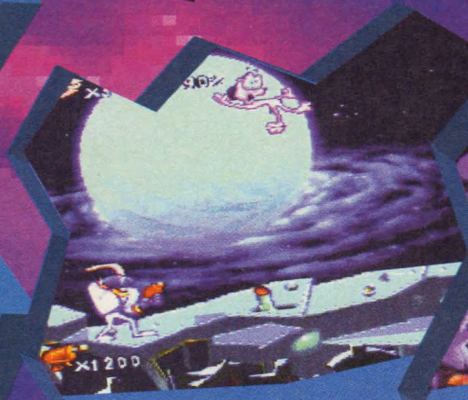
Just because he's an invertebrate it doesn't mean he's spineless. Well, it does but... oh, you know what I mean. Anyway, he's brave and cool and look out! He's got a gun.



SHOUT "JIMMER!" A LOT, IT'S FUN. HONESTLY.



SOME VERY SPECIAL THINGS



Whip
The suit reaches deep inside itself, pulls out the worm and whips it like a freshly sodden towel.

COW
Bovine and mad, that's the cow. Mad as a large fruit salad in a late night bus queue/conga in Trafalgar Square circa 1945. Launch it. Quickly.

HAMSTER
The hamster strongly resembles the rodent that it actually is. You have to clamber atop it and race along the level pressing fire so as to facilitate it eating people.

"Headdeathslide, it's the only way to travel." This is patently a lie and just one example of how caption writers often lie to you.

So there you go, it looks great and it plays great. I've told you all you need to know about... except the sound. That's great too. One of the levels is set in hell and the music is fantastic; very scary, ominous and so on. Great that. Also, the spot effects are tremendous, and unlike *Cool Spot* (that got so annoying because of the constant 'Wahaay' sample) you can listen to it with the sound up all day.

What a pleasure this has been, and I don't often say that about platform games. And the reason for this is that unlike most platform games where you know everything before it happens, in this game you are often very confused because you have never seen a game of its like before. I mean, if a man who coughs fish were dropping trumpets on you, what would you do? Think about it.

SIMON KIRRANE ■

Bubble ship
It's all inertia-driven and reminiscent of the ship in *Sub Terranea*, flying in liquid water.

JETBIKE
More jet than bike actually. Fast and mind-seeringly brain-boggling, this section of the game is like *Tempest 2000* spun around a bit and forced inside your head.

GROOVY
When you complete a level you get to work Jim's mouth and make it say "groovy". A true out-of-the-head experience, like fishing for something in a big pipe (longer than your arm).

GUN
The gun is smart, it's a constantly recharging electropopfizzle gun and if you get a power-up it goes whoosh. And everything.

EMERALD
A large gem-like gem that strangely transports you in unpredictable ways. I bet you didn't expect that.

EARTHWORM JIM

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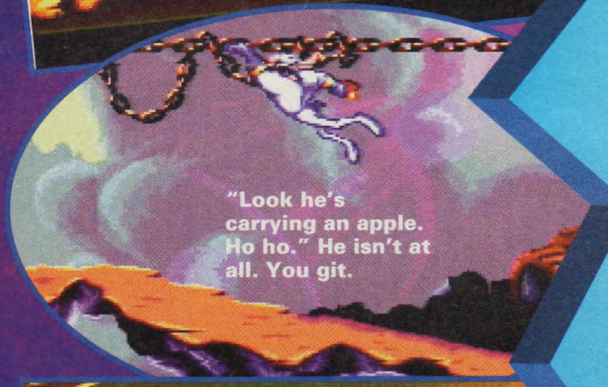


You must have sensed the cynicism that we games journalists project, especially when it comes to platform games. It takes a lot to impress us, put it that way, and this did the business. True, it's mainly for its flashy graphics and wacky humour rather than its stunningly original gameplay. But what the hell, it's entertaining, and that's what the ultimate aim of videogames is, isn't it? To entertain? of course it is.

As it happens, *Earthworm Jim* has bags of playability too, and manages to constantly surprise and delight you, the player. The best comparison I can make is with *Toe Jam and Earl 2*, and indeed the sense of humour and seemingly endless narrative invention is on a par with our heroes from Funkatron.

Now then, is it going to last? Is this going to retain your attention when you've seen all the jokes and laughed at all the humour. Well, frankly, no, but that's not really a problem, because while you are enjoying it, you'll enjoy it a lot, if that makes sense. You'll get your money's worth, you'll have your mates in stitches, and it'll all have been worth it. So what are you waiting for (apart from the game to be released)? Go for it.

TIM TUCKER ■

GRAPHICS

This is poetry. It's as much fun to watch as it is to play. When you turn it on you get an audience, always.

SOUNDS

Perfect and humorous spot effects backed up by a stunning soundtrack.

PLAYABILITY

You can't wait to play it again and again, so returning to the same level is never a problem...

LASTABILITY

...which is just as well because you'll have to return – it's so difficult, with so many hidden things.

OVERALL

This was a joy to play, and watch, and listen to, and puzzle through and laugh at. The battle is now on; is this the future of platform games or does that rest with *Donkey Kong Country*? I know which game I'm backing, for the moment. SIMON ■

JUDGEMENT

THERE ARE NO FAMOUS EARTHWORMS, EXCEPT FOR THE ONE RICHARD SCARRY DREW.

Follow the **NINTENDO** code.

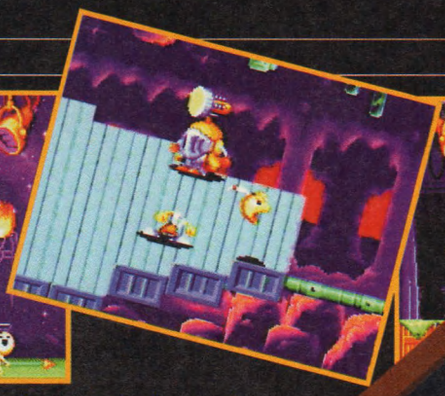
The rules of the road have just been torn up and rewritten. Stunt Race FX takes the race game, speeds it up and bashes it about. No other cars look like this or drive like this. With four different viewpoints you can get behind, on top, or in front of the wheel. Or even outside the car. Whichever way you look at it, with the FX chip the action moves a damn sight quicker. Race against yourself, the computer or, with the split screen option, against a mate – loggerhead to loggerhead. With four vehicles, twelve courses and 3D graphics you'll have to go a long way to beat it.

Out on SNES. Price £49.99.

Nintendo

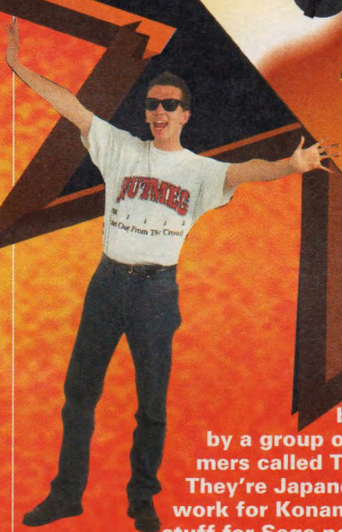
Welcome ladies and gentlemen. Welcome to the crazy world of *Dynamite Headdy*. Scratch your heads in glee. Wear a puzzled frown in amazement. Do something odd.

This geezer above reminds me of those things in *Pop 'n Twinbee*. I had to tell you that.



Now we're just getting silly.

DYNAMITE HEADDY



This has been coded by a group of programmers called Treasure. They're Japanese, used to work for Konami, do a lot of stuff for Sega now, and they're bloody brilliant. Last year's *Gunstar Heroes* is just one example of the magic they can work on the consoles. Dynamite Headdy is full of the classic Treasure overstatement – more colours than seem technically possible on the Mega Drive, big explosions made up of lots of orange circles, huge boss sprites with long arms that spin wildly about the screen, rapid changes of background scenery which blend seamlessly into each other, and a quite bizarre and indecipherable plot line.

As for the game itself, Treasure have once again managed to do far more with the standard platform fare than many of their rivals. Your sprite's head is the main weapon, which is obviously fairly bizarre in itself, and by an unconventional series of power-ups (see box) you can change the nature of attack of the head itself. There are also strange ways to progress up the platforms, like spinning by your head up to another level using the bonce of another strange creature as a pivot.

It's different, there really is no doubt about it.

It's a shame, then, that this doesn't reach the heights

Headdy gets in some marvellous scrapes, as you can see. Anyone spot the Monty Python reference?

GET YOUR HEAD TOGETHER.

An angry Headdy gives a green metal... oh, it's no good, I can't take this any more. I'm going mad. It's all too weird.

HEAD OFF

This is mad. Mad, mad, mad. Mad, mad, mad, ma... (*that's enough* – All). But it is. And I love it for it. But 'love' is a strange thing; you can't get enough of it. Yet strangely you *can* get enough of *Dynamite Headdy*. a whole swollen, aching head full of it. It's just brimming with so many confusing visual images, that at times you'll think you've walked into the swimwear section of John Menzies. It's that mad. But ultimately empty. **MARCUS HAWKINS ■**

achieved by their previous work. For a start, the graphics, while technically impressive, are a little overwhelming. Too many colours make for a bit of a headache-inducer that doesn't contribute well to the gameplay. And the gameplay itself is just too patchy. The utterly ludicrous nature of the game's puppet-based scenario is just that bit *too* bizarre to fuel your imagination, and the way the narrative jumps from one level to the next means that the game loses all logical continuity, providing a rather uneven ride through Headdy's twisted landscapes.

Okay, so I'm being harsh. This deserves to reach more homes than the sort of boring platform run-through that *Taz* provides (just to use the most recent example, you understand). It's just a bit disappointing, that's all. TIM TUCKER ■

Bonkers is a word I often overuse, though this is the most apt time to use it. For bonkers is most certainly what this game is, bonkers in a 'do I not understand this' kind of way. If Billy Mad the silliest bloke in crazydom were to open his brain, this is what you'd see. It is fun to play but it seems as though everything is a bonus game. I certainly couldn't get my mad little head round it. Not at all. Still, while it is at first a curio and so absorbing, it rapidly loses your attention. Imagine standing in a room while a funny old man recited poetry sideways. That's just what it's like, oddly enough. **SIMON KIRRANE ■**

This head protects you from attack with four spinning fireballs.

The hammer head gives your head a more powerful effect on baddies.

Hoover head. Suck in anything in the surrounding area. Top stuff.

It looks like a feather, makes you go faster, and your head flies.

The sleepy head boosts your energy back up. After a scrap.

Standard head. It's okay, but limited. You need to get power-ups, pal.

The shooting stars that you can see surrounding his head are missiles.

Three heads are better than one. Handy for killing more weirdies.

GRAPHICS

Admirably realised graphics, but they're far too gaudy most of the time.

SOUNDS

Some great rollicking tunes, and some wicked spot effects, including speech.

PLAYABILITY

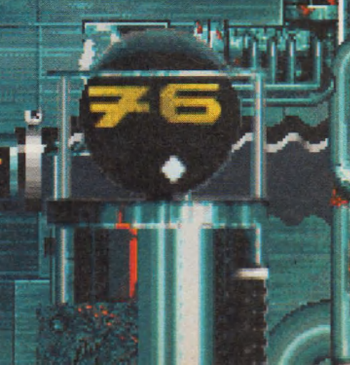
Very linear, packed with surprises, but too disjointed to be totally satisfying.

LASTABILITY

Not too tough, I'm afraid. Serious platform geezers will finish it quickly.

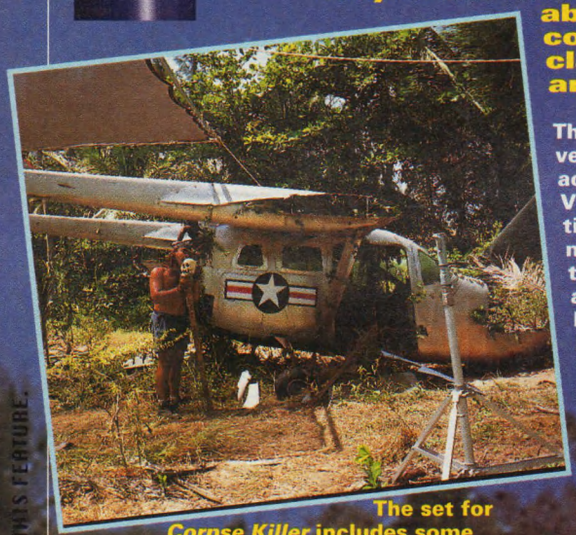
OVERALL

Is it going too far to suggest that this feels like Treasure's contractual obligation game? Probably. Nevertheless, it doesn't shine like their previous projects. Let's hope their next one is more of a return to form. Not a disaster, but should have been so much better. TIM ■



JUDGEMENT

Tim unluckily drew the short straw this month, and had to leave his cluttered desk to visit the location of the filming for *Corpse Killer*, the latest FMV offering from Digital Pictures. And he had to travel all the way to the sub-tropical jungles of Puerto Rico too. How we laughed about his misfortune as we huddled around the photocopier. There he was, sipping champagne in the club class of Concorde and mixing with gorgeous actresses, and us sat working in our cosy office. (*Humph!* - All).



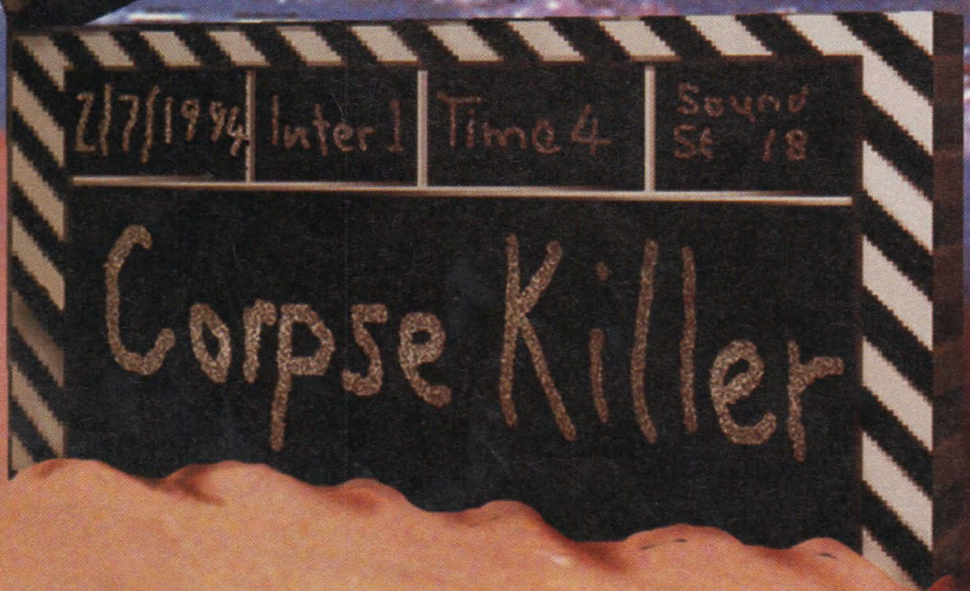
The set for *Corpse Killer* includes some authentic looking aeroplane and helicopter crash wreckage. In the middle of the Puerto Rican jungle. Spooky.

The black widow's venom is, according to Vincent Price, 15 times more poisonous than that of the rattlesnake, and is capable of killing a human being with a single dose of its lethal toxin. And I'm staring one right in the face.

Just behind me is another strain of big hairy spider, about half the size of a tarantula, and a film crew. As I raise the alarm the crew seems unperturbed. "Just don't hassle them," is the calm response, and it's on with the next take. I'm in Puerto Rico, and these people are not ready to let something as insignificant as a deadly arachnid get in the way of their latest project on the Mega CD and 3DO.

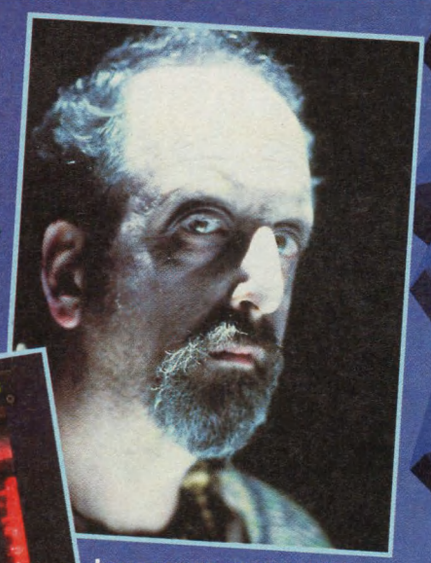
I'm here on location to witness the shooting of all the film footage for Digital Pictures' newest game, *Corpse Killer*. Digital Pictures have already given the world a taste of their unique brand of "interactive movies" (for want of a better phrase), including the controversial *Night Trap*, the intriguing *Double Switch* and the highly popular *Ground Zero Texas*, which recently spent more than two months at number one in the Mega CD charts. *Corpse Killer* will be along similar lines, with the standard computer graphics and animation of videogames being replaced by full motion video, which you interact with by making various plot choices along the way, and by shooting the bad guys. All this will be crammed onto one CD, providing an astounding 60 hours of gameplay.

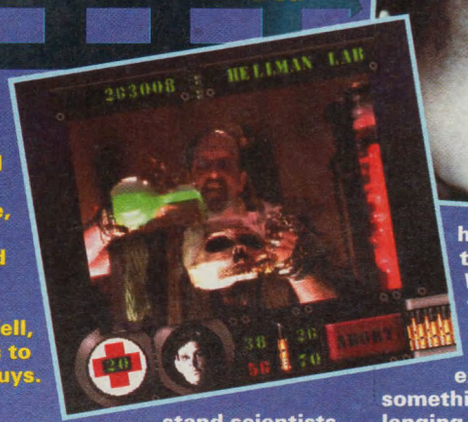
In your role as part of a five-man Navy SEAL team, you're sent to a remote Caribbean island to kill Dr. Hellman, latest in a glorious tradition of completely hat



Prosthetics and make-up ensure that the zombies look as life-like as possible. Or should that be death-like? AH HA HA HA. *Sigh*.

THANKS TO MICHELLE JORDAN AT DIGITAL PICTURES FOR HER ENORMOUS HELP WITH THIS FEATURE.





Dr. Hellman, after a successful career in mayonaise, suddenly cracks and takes up zombie studies. Well, it happens to the best guys.

stand scientists, who's busy raising an army of undead with his unique brand of science and voodoo. As soon as you land on the island you're bitten by one of Hellman's zombies, and so the game becomes a battle against time, as you struggle to rescue your four SEAL companions, while slowly turning into a zombie yourself.

ZOMBIES ATE MY NEIGHBOURS

To help you on your way are two companions: Winston Crum, a Rastafarian local guide and your driver for the adventure, who knows how to turn the voodoo plants you find into zombie antidote, and the beautiful Julie Barnes, a tabloid journalist who provides you with overall information and some much-needed love interest.

Of course, all this glamorous location stuff is fine, but what will the game have to offer that previous FMV CD releases haven't already provided? Charlie Ogden, production manager for the game, fills us in. "Technically, what's different about this game is that we'll have many, many more targets for you to shoot. When you compare it to a typical graphic game, we'll have at least as many targets as you'd normally expect to see, which is something that's been really challenging for us to get into live action."

CADAVER SNAPPER

"There's also a very interesting strategy element, in that you can really go where you want on the island, whenever you want to do it. You can go out on little missions to increase your inventory of ammunition, so part of the strategy is to determine where to go and when. These are the sort of things that you have to learn as you go through the game, and there are also little hidden secrets and tricks that you need to figure out. There's certain informa-

Winston and Jules are the game's main characters, and you must learn to trust them.

MAKING MOVIES

At this stage of development the production is treated exactly the same as a standard movie. The budget is between 1.5 and 2 million dollars, which is more than your average TV movie in Hollywood.

I talked to Gene Marum, the producer, about the filming process. "It's no different to making a movie. You need the same technicians and you use the same equipment. To me, the big difference is reading the script. It's not like a linear script with a beginning, a middle and an end, you actually go into something like 14 different areas with any particular scene. But the process of making it is no different. We're making a movie."

Director John Lafia's previous work includes classic horror flick Childs Play 2, and the TV series Freddie's Nightmares, based on the Elm Street films.

After trying desperately to resuscitate one of the extras, it soon became clear that there was no saving the poor blighter. HA HA HA HA. *Sigh.*

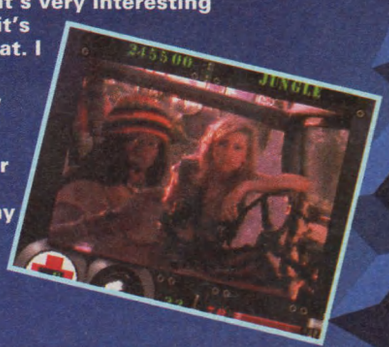
The director of photography, er, directs the photography, while Charlie Ogden, the game's project manager, er, manages the project.

COME PLAY WITH ME

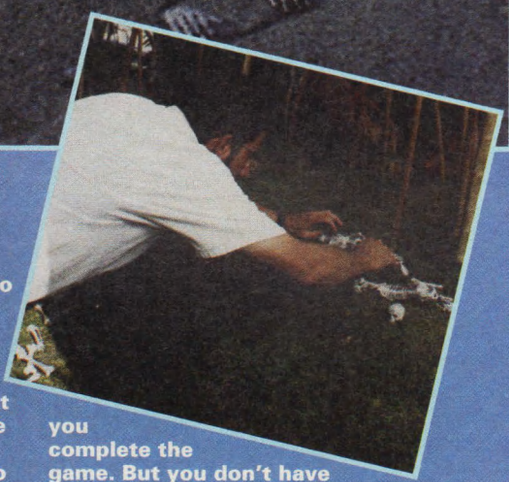
A big hello-oohh to gorgeous newcomer Brigett Butler from Las Vegas, the big star of Digital Pictures' *Corpse Killer*. She is, in a very meaningful way, dead fit. "In my life I've played every sport but basketball. I've done track and field, long jump, triple jump and high jump. I played soccer in the summer for seven years (*not bad* – Tim), ice skating, tennis too – I've played every sport, basically.

"In order to make money after I was 18 I had to do swimwear competitions and leg competitions, extra work and conventions in Las Vegas, you know, stuff like that. After that I moved to California and went to acting school, and from there I started doing what they call "upgrade extra work" for films and big TV shows. I'm well known for my dancing, and got a big name for myself in MTV videos. I've done about 17 or 18 videos for pop bands, and lots of commercials too. And then I slowly got into this thing I'm doing now."

Does it make any technical demands on you as an actress? "I have to talk to the camera, and treat it as if it was someone, which I think is a bit of a new thing for an actress. It's very interesting though, it's been great. I keep thinking, 'hey, I'm in a computer game – come play with me'."



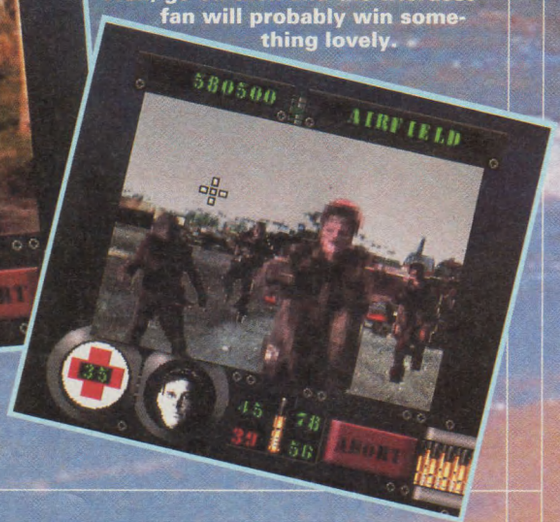
The miniatures contain fantastic detail.



tion that you can get from the characters to help you along – to help you figure out what particular things to shoot for example, and how to get from point A to point B.

"The other thing is that we have a lot of story that we don't necessarily force you to watch. Like when you go back to the graveyard, which is your kind of base, you can call up information as you will. The female lead, Julie, is a photographer, and she's out trying to get shots and complete her newspaper story, and the more you help her, the more she informs you what's going on. She'll say she's got some great shots, and you can go back to the graveyard and take a look at them if you want to and learn some more about the story, which will eventually help you complete the game. But you don't have to, you can turn back and shoot; I mean you can shoot for 20 straight hours if you want. This should give a lot of variety in the gameplay."

By the looks of it, Digital Pictures are going to be hitting us with their best game yet. They've certainly been the only company to realise the true potential of FMV in the context of multimedia CD-based videogames, and with their titles growing from strength to strength, this should be another Digital Pictures big seller. *Corpse Killer* is being released on Mega CD, 3DO and Mac CD ROM in November, with a PC CD ROM to follow in March of next year. Expect a review in GamesMaster shortly. But until then please don't plague us with any mail for Brigett. Well, go on then and the wierdest fan will probably win something lovely.



Look, up there on the left is a picture of me with Brigett. She said she liked the accent, she thought it was so polite. *Swoon.*

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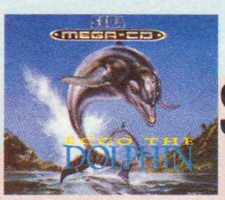

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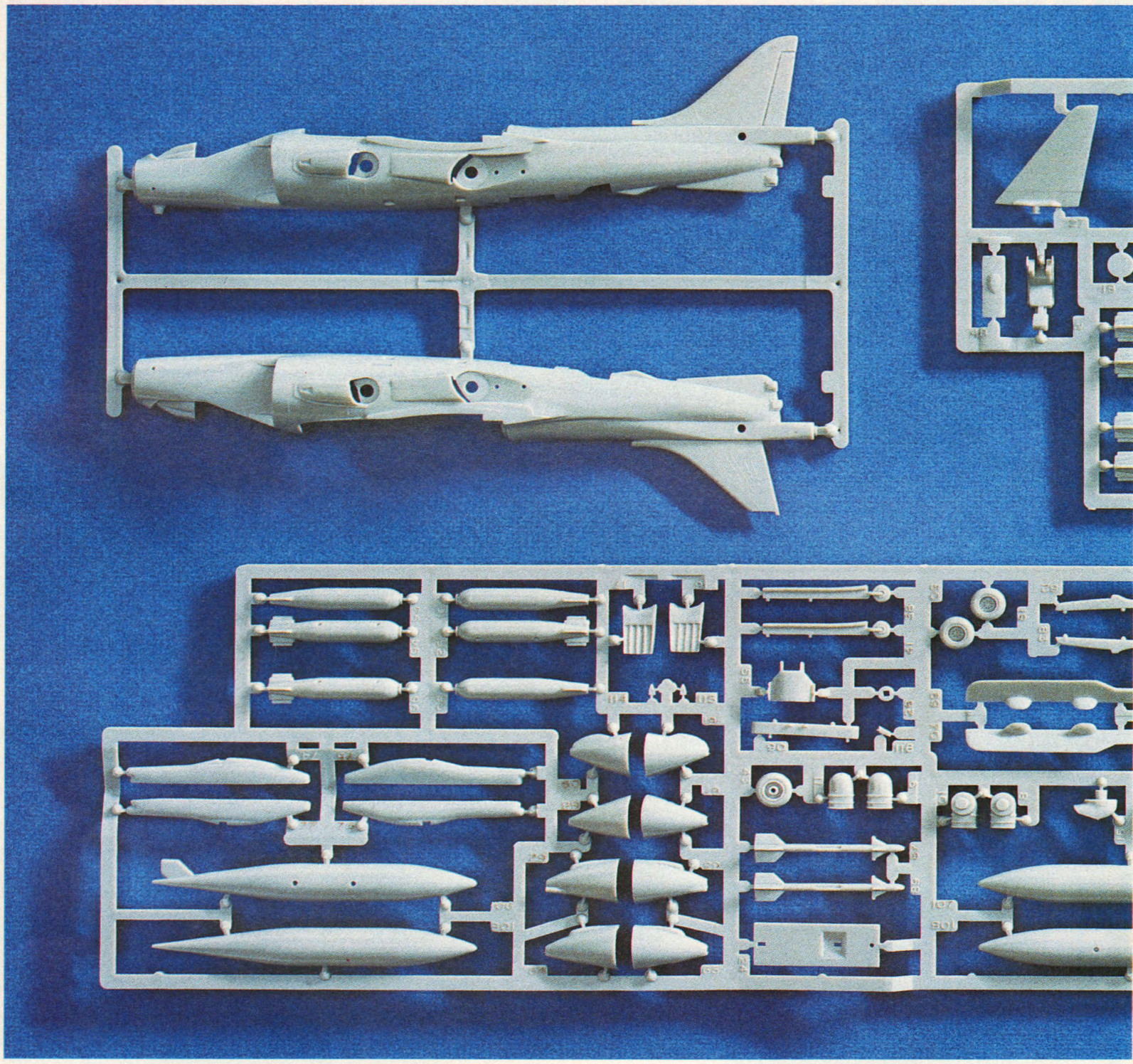

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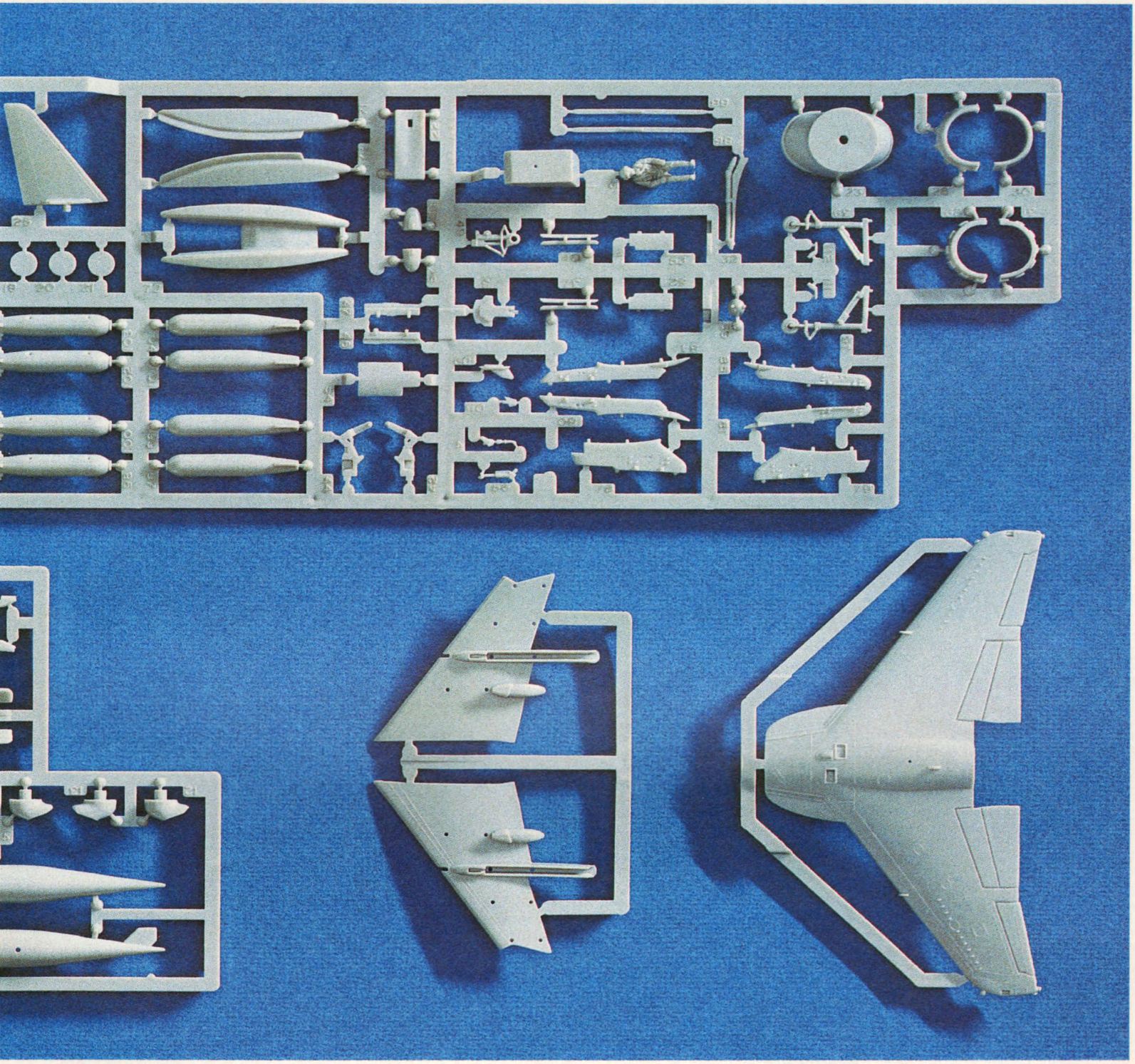

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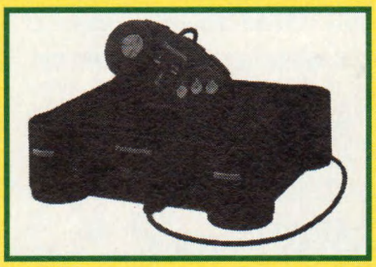

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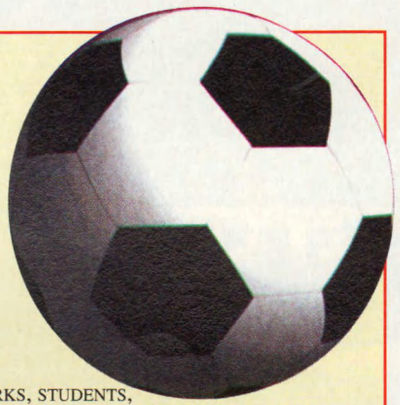

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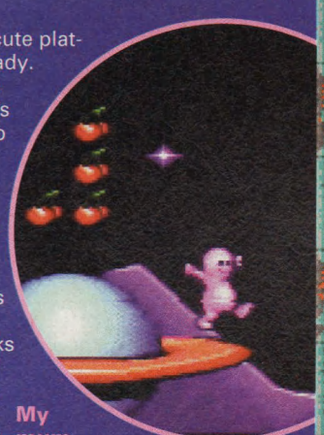
Jelly Boy

How do you like your jelly? Are you one of these lazy types who waits until their mummy makes it for them, or are you a real man and eat it straight from the packet? Well however you eat it, I just want you to know that you're a cannibal. How could you eat the stuff when it's what little Jelly Boy is made of? How do you think he feels when he hears that jelly sales are on the up? I bet he throws a wobbler (*every one a gem* – Tim).

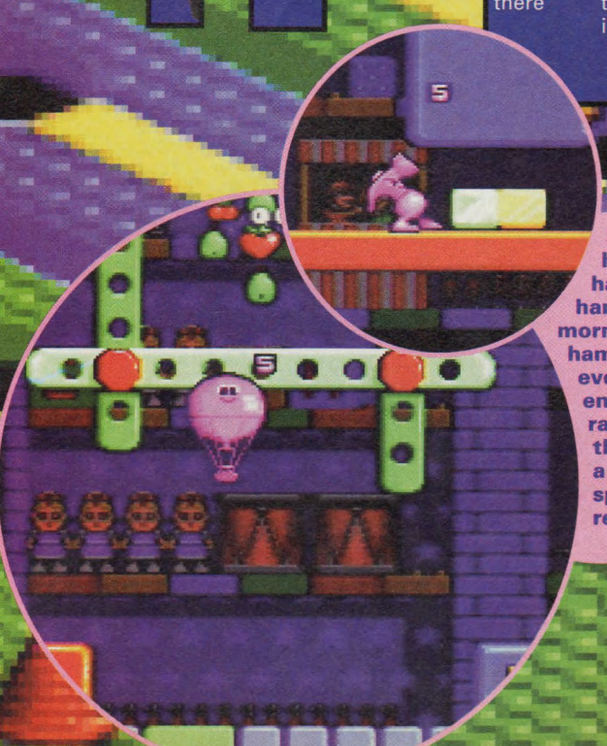
Then again, how do you think he would feel if he was real and saw what EA and Ocean had come up with for this game? As if there weren't enough cute platform games already. Jelly Boy may be able to change his form from time to time, but as this is just about the only difference between this and every other single bloomin' platformer what's the point?

Jelly Boy looks just like *Zool* and *Robocod*. It's got the same style of graphics, and the same annoying sound effects and music. If the gameplay was up to scratch then all this could be forgiven, but it isn't by a long way. It even uses the tired formula of jumping around looking for the next platform. What programmers don't seem to realise is that if they looked at the *Mario* games they would see how it should be done. They were playable, rewarding and challenging. *Jelly Boy* is just tedious, repetitive and very unrewarding to play. It's not really going to light your fire. It's all very pretty and cute, but ultimately annoying and frustrating to play. Let's hope they broke the mould when they made this.

LES ELLIS ■



My mum makes great jelly, she uses lemonade instead of water. It's well tasty.



If I had a hammer, I'd hammer in the morning, I'd hammer in the evening... enough! I'd rather hammer this game. It's a waste of space, it really is.

GRAPHICS
All very cute but the levels are plain and uneventful. Hardly ground-breaking stuff.

SOUNDS
Horrible piano-based jazz elevator music and lousy effects set your teeth on edge right from the start.

PLAYABILITY
You can jump and you can punch, couldn't get much simpler could it? Dull.

LASTABILITY
With gameplay as frustrating as this, *Jelly Boy* is destined to be short lived.

OVERALL

A very weak attempt to cash in on the ever popular platform genre. With the likes of *Mario All Stars* and *Flashback* about though, this was never likely to turn heads. **LES** ■

JUDGEMENT 60

RUFF 'N' TUMBLE

FOR - AMIGA
FROM - RENEGADE
TEL - 071 4819214
AVAILABLE - NOW
PRICE - £25.99
END ■

I don't agree with this new policy of teaching how to use semi automatic rifles at nursery school. Look at what he's done to his kid.

Not that AK-47s would be a whole lot of use against a big driller killer like this.

GRAPHICS

All very cute and pretty with some great detail. If only the gameplay was the same.

SOUNDS

Ouch. Best left unheard really.

PLAYABILITY

In a fit of originality – it's a platform shoot-em-up. They all play the same.

LASTABILITY

Pretty big, but will you be able to stick it out to the end? I don't think so.

OVERALL

Well at least it hasn't got an ice level. That must be the only original thing about it. *Ruff 'N' Tumble* is a bit dull and uninspiring to play. Although the levels are all very pretty to look at and the gameplay is frustrating. Not good enough guys.

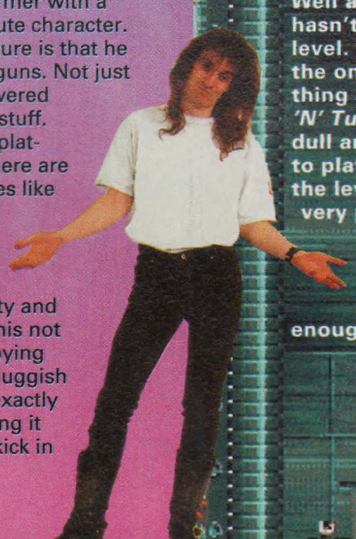
LES ■

When the geezer from Renegade came down to the office to give us this, right, we learnt a couple of gems. He said that with *Ruff 'N' Tumble* the programmers wanted to come up with something original. Now let's check 'original' in the dictionary. "Never been done before", that's what it says here. Okay let's bear that in mind and look at the game.

Guess what? Two years of hard work have produced yet another platform shoot-em-up. Time well spent, eh? Haven't they ever heard of *Gods* (another platform wotsit)? Oh, of course they must have, after all, they released it. Oh never mind. *Ruff 'N' Tumble* is a cutsie looking platformer with a disturbingly cute character. This kid's only redeeming feature is that he likes to walk around carrying guns. Not just any old pop guns, but full-powered machine guns and lasers and stuff. Still, there are more than just platforms and shooting things. There are devious puzzles as well. Puzzles like picking up a key and walking over a lock to open it. Wow, how did they come up with that idea? So, apart from having absolutely no originality and cute graphics, what else has this not got going for it? Bleedin' annoying music and effects for one. A sluggish feel to the gameplay doesn't exactly seduce you when you're playing it either. In fact, it's more like a kick in the knackers than seduction.

LES ELLIS ■

More originality, rip off ED-209.



JUDGEMENT

70

I THINK DUFF AND FUMBLE WOULD BE A BETTER NAME FOR THIS, OR MAYBE FLUFF AND CRUMBLE WOULD SUIT IT.

Unbelievable graphics

Unstoppable power

Untouchable excitement

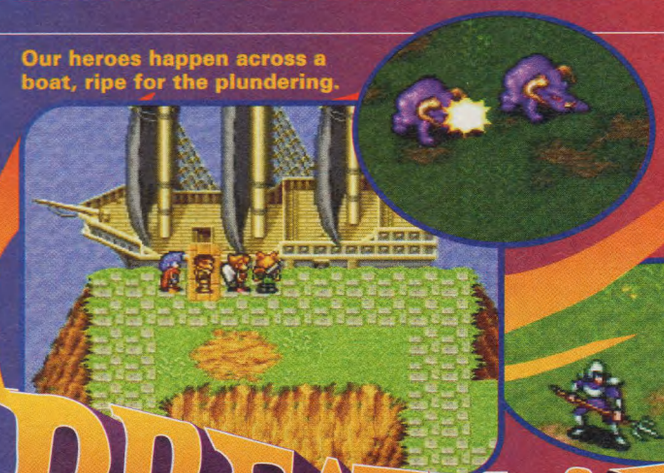
The next generation

The magazine

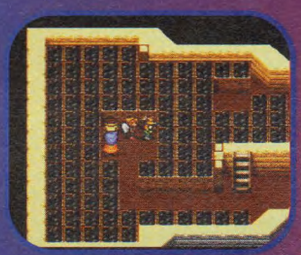
The 1st of November 1994

FOR - SNES
FROM - SQUARE SOFT
TEL - 0532 590077
AVAILABLE - IMPORT
PRICE - £59.99
END ■

Our heroes happen across a boat, ripe for the plundering.



BREATH of FIRE



I wonder what they plan to do with all those balls?

Here, I've changed into a dragon. I'm great like that.

More fighting. Tsk tsk.

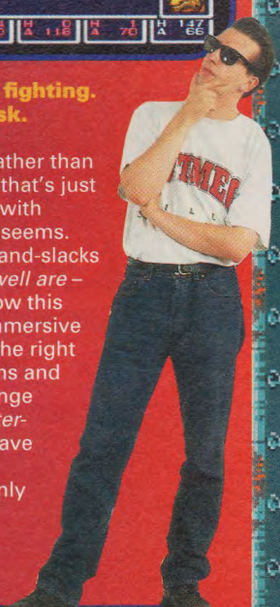
Look – there's Les up there and everything! Look – the guy with the bow! Well, he's got the same hair anyway.

The first thing worth mentioning about this game is that *Zelda* and *Mana* fans wanting more of the same will be disappointed at the diluted level of real hands-on 'interaction'. Like Square's previous *Final Fantasy 2*, combat takes the form of a stifled turn-by-turn approach, albeit from a lovely 3/4 graphical perspective. It also treads a familiar path in its story-led handling of the quest; characters join your party and events occur at strictly engineered moments throughout the oodles of mini-missions tucked into its 12 megs.

Ultimately, gameplay boils down to journeying to villages, happening upon encounters at random along the way, and then uncovering the secrets and solutions to the villagers' problems therein. It might be that the neighbouring forces of Gorblad have stolen their washing line and it's your task to get it back – that sort of thing (*Are you sure about this?* – Marcus). As I said, it's a tightly-structured adventure and you do occasionally feel as though you're being led by the hand rather than having a free reign, but that's just an occupational hazard with Japanese-bred RPGs, it seems.

Now I'm no anorak-and-slacks merchant (*you flippin' well are* – Simon), but I can see how this could be compelling, immersive and even rewarding in the right environmental conditions and it certainly makes a change from the *Dungeon Master*-inspired efforts which have made it to the SNES recently, and that can only be described as a very good thing.

TIM TUCKER ■



GRAPHICS

It has a unique Japanese RPG charm but it never quite reaches the dizzy heights of *Mana*.

SOUNDS

Splendid horn-laden fanfares and lilting melodies work alongside disappointingly dull sound effects.

PLAYABILITY

The icon-driven front end is workable but the game is too pedestrian-paced for most RPG fans.

LASTABILITY

There is a good deal of er, fun to be had, but you won't be eager to return once you've cracked it.

OVERALL

A solid and attractive RPG which dedicated quest-heads will love like a brand spanking new Pac-a-mac from out of Millets. Others, however, may not be so easily convinced. TIM ■

JUDGEMENT

79

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TAZ 2
ESCAPE FROM MARS

It's 1994. The videogame boom is well and truly on course to take over the world. There are loads of hi-tech machines on the way. The games just get bigger and better. If all this is true (which it is), then how the hell do games like this slip through? The first cartoon licences (all those years ago) could be excused for being weak platform games, but you'd think by now they could have come up with something a little different.

The graphics are satisfyingly cartoony as you would expect, and the same goes for the sound. But (and on the but scale of one to ten, this is an 11) the actual game has to be one of the weakest ever. There are literally hundreds of platform games available and this latest addition has absolutely nothing new or interesting to offer whatsoever.

Taz 2 is an average platform game that is not worth the licence fee that Sega would have had to have paid. If it wasn't for the terminal cuteness of the lead character then this would be in serious trouble. It is also plagued by some annoying quirks. For a start, having your character seemingly safe on a platform only to see him fall off as if he had walked over the edge is frustrating. The movement of Taz on screen isn't as precise as most other games which makes it seem sluggish and unresponsive.

Sega have taken a potentially great licence and spoiled it by using it as an excuse to knock out another platform game that fans of Taz will go for. But it just isn't that impressive, the gameplay is shallow and gets very boring after a while. A tired formula which has drawn its last breath if this is anything to go by. **LES ELLIS** ■

There's Tim, the tinpot dictator at the top.

A bull, well that must be Marcus. hang on, this is stretching things a little bit.

A real Tazmanian devil wouldn't be in a game like this. No it'd be in a zoo.

GRAPHICS
Top cartoon-style graphics although the first level is diabolically bad.

SOUNDS
Plenty of music, and spot effects reminiscent of those heard in cartoons.

PLAYABILITY
Sluggish controls and dodgy level design make this very unappealing.

LASTABILITY
There's plenty of it but you won't want to see that much.

OVERALL

A disappointing licence considering the comic potential of the Taz character. As a platform game it's weak. As a licence it's even weaker. When you consider the wealth of platform games that are out there this looks out of date already. Avoid it if you know what's good for you.
LES ■

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That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

Why don't they do a game where you can enter whatever comments you want to make out of the window.

Remember people, driving a flash, expensive car into the nearest moving object isn't funny or clever, especially if the car is your old man's.

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TOPGEAR 2

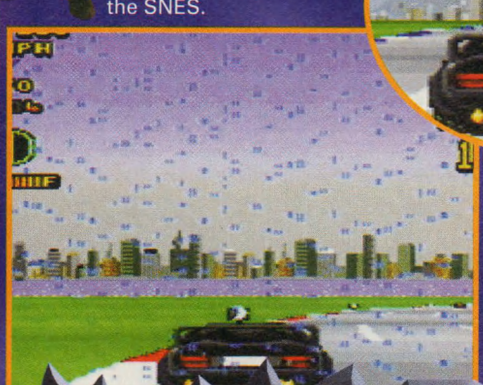
The SNES has got a dozen of them, with only three being any good. The Mega Drive has got a bundle of them, with only a couple of them being half-decent. The PC has a few but they're all pretty hot. The Amiga, however, has got hundreds of them, and with one or two exceptions they're all much the same, i.e. not much cop. What are we talking about? Racing games, that's what. Anything entering this genre would have to be damn hot to make us excited. So here come Gremlin with *Top Gear 2*, converted from the SNES.

Alright, so you can figure out for yourself exactly what the basic idea is. You hack around the circuits trying to overtake as many cars as possible. Finish high enough up the rankings and you progress to the next race with some cash in your back pocket to put some flash extras on your car.

Standard fare for most racing games then, but at least this one has the distinction of being very fast. Granted, that's about the only distinction, but at least *Top Gear 2* has got something to shout about.

The Amiga isn't short of the odd racing game, and *TG2*, while being very fast and quite impressive on the graphics side, just doesn't offer anything different and looks far too similar to the Lotus games for my liking. It's nothing new and to be brutally honest, which after all is what I am paid to do, it's just a tired old racing game that probably won't sell very well.

LES ELLIS ■



It's raining. Or should I say a swirl of dots is moving across the screen?

GRAPHICS

It moves very fast and there is good use of colour on the A1200 and CD versions.

SOUNDS

If those engines were real they would cause mechanics to have heart attacks. Terrible effects all round.

PLAYABILITY

Well it's very easy to get into, although it's a bit *too* easy to get through the circuits.

LASTABILITY

Too easy to make it a long-term game but fun for a quick 20-minute blast when you're bored.

OVERALL

There is nothing surprising about Gremlin doing a racing game, they've done a few already. So you'd have thought they would have tried to put something a bit new and original in this one. Unfortunately though, this is a tired formula and a totally knackered-out game. LES ■

PROBOTECTOR 2

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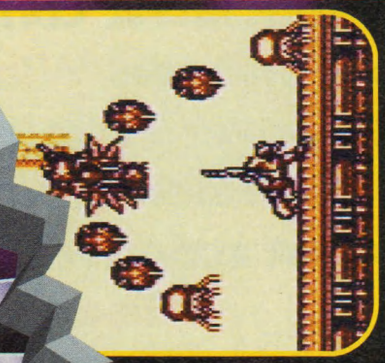
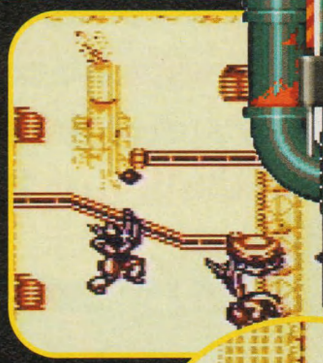
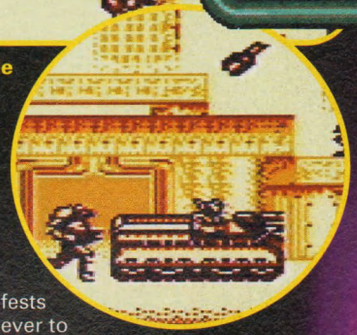




Look, it's just like *Super Probotector*. But no Mode 7. Of course.



Lovely little sprites though.

Let's face it, it really shouldn't be difficult to make us game fans happy. There's a lot less to us than meets the eye, know what I mean? And when it comes down to it, what we really want is big guns, big explosions and the cascading remnants of annihilated buildings crushing the bullet-riddled corpses of aliens from another dimension, as they use their last dying breath to let out a bloodcurdling scream in terrified agony. Not a lot to ask really, is it?

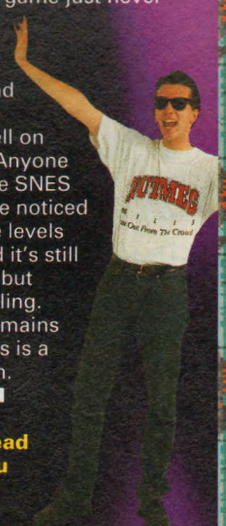
Fortunately, there are some games publishers out there who totally understand us, and Konami are just such a publisher. What's really surprising is how they've managed to create such mayhem on the Game Boy. Of course, it helps when the game is a conversion of one of the most full-on slaughterfests ever to grace the SNES – the mighty *Super Probotector*.

The game is best described as a platform shoot-em-up, but oh, it's so much more than that. Standard horizontal platform levels are interspersed with overhead-view shooty stages that have more in common with *Gauntlet* and *The Chaos Engine*.

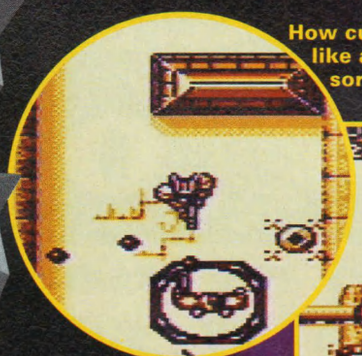
Even the straight platform levels are packed with variety, such as the large metal flying thing that pins you to the side of a building and attempts to finish you with a selection of rockets aimed straight at your head. Like Arnie in the Terminator, this game just never stops throwing things at you.

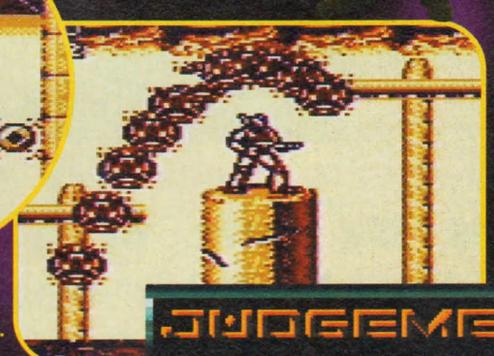
I loved this on the SNES, and it's come across unbelievably well on the Game Boy. Anyone who's played the SNES original will have noticed that some of the levels are missing, and it's still a tad too linear, but that's just quibbling. *Probotector 2* remains a fine game. This is a great conversion.

TIM TUCKER ■



How curious. He has a head like a teddy bear. If you sort of squint a bit.





A leaping, flaming thing, dark clouds, man with gun. What more do you want?

GRAPHICS

Amazingly detailed sprites and some quite huuuge bosses. Even better on the Super Game Boy).

SOUNDS

Great music, and the spot effects are among the best on the Game Boy.

PLAYABILITY

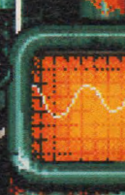
The sort of game that doesn't give you the chance to be bored. Fun every minute of the way.

LASTABILITY

It's tough even at normal level, so it'll last you ages. But once you've finished it , you'll rarely return.

OVERALL

If Konami had told us they were doing *Probotector* on the Game Boy we would have laughed and said "You can't do it, you fools!" But we'd have been proved wrong. This is one hell of an achievement. Fans of the SNES original will love it, and if you've yet to probotect, this'll quite simply blow your mind. TIM ■



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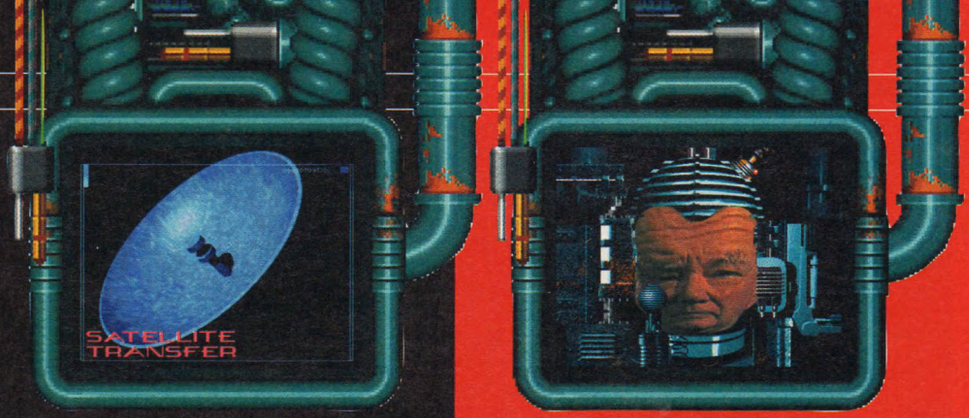

KNOWLEDGE

Here at GamesMaster Towers we like to help people. Partly because we get paid vast sums of money to do it and partly... no, that's the only reason actually. So on the following pages you'll find the broadest and most entertaining selection of tips, hints, cheats and walk-thrus on the most popular games of the moment.

If knowledge is power, then this part of the mag could have all the other pages in a big scrap. That would never happen though, it's only paper, and paper doesn't do fighting.

Reckon you can have our top tipsters in a tipping fight? Well, don't just mumble discontentedly to your mates, write in and prove it. Send your games-busting advice to:

Tips Zone - GamesMaster,
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If they're any good, you'll win something. If they're crap, we'll pin them on the notice board and point them out to important visitors to laugh at and deride.

SUPER STREET FIGHTER 2
ALL FORMATS.....76

This is the final batch of combos and battling tips to help you with one of the most sought after games in the country. Almost as sought after as the tips themselves.

SUPER METROID
SNES.....80

This is no ordinary metroid we're dealing with. Oh no, this is a *super* metroid. And what's more this guide will bust it right open. Which is lucky. For you.

DUNE 2
MEGA DRIVE.....84

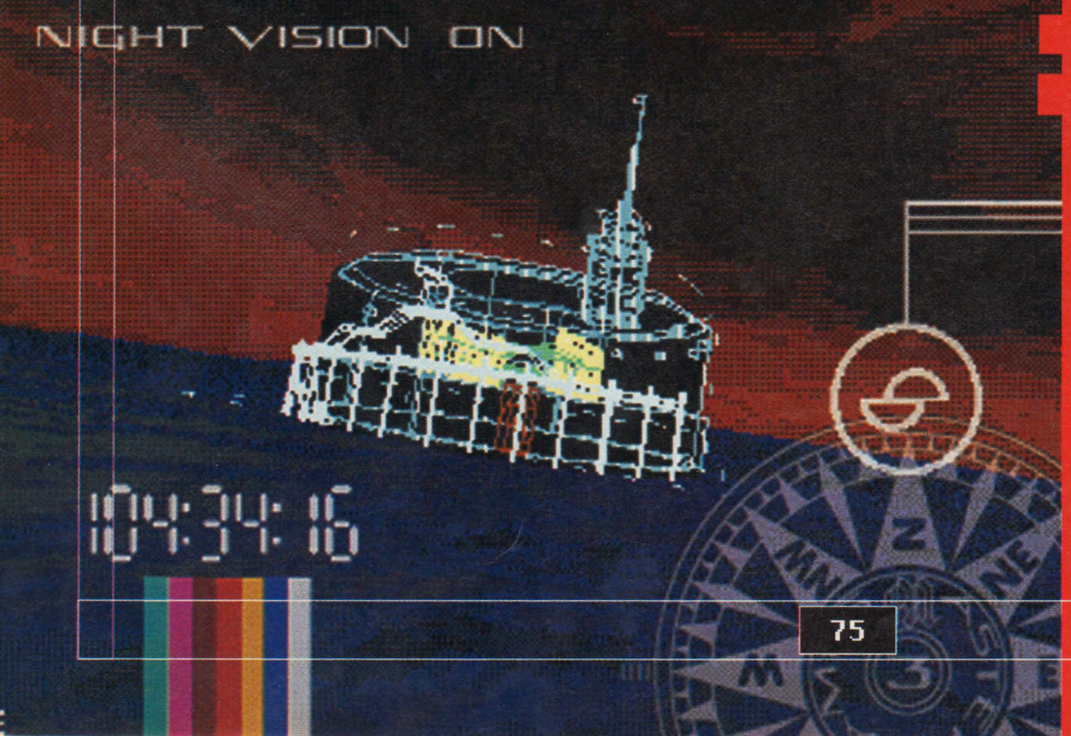
Although we can't help you with the plot of this bonkers game we can, er, help you play it. Well, that's what Tim said.

HEIMDALL 2
AMIGA.....86

If you crossed the word heimdall with the word metroid you'd get the word heimroid. Which is vaguely rude, isn't it?

ACTION REPLAY.....89
Remember, in order to use these cheats you have to have an Action Replay cartridge. If you haven't got one then these cheats won't work. At all.

CONSOLETATION ZONE.....91
Like a vast agony uncle, GamesMaster helps you with any queries you might have. Concerning games.



SAGAT

Sagat decided to enter the field of light entertainment during his time away from the tournament. His first role found him starring with Frank Bruno in the pantomime version of Peter Pan where he played, yes that's right, the crocodile.

His bad mood and evil temperament didn't endear him to the kids however, and he quit the role after only a week, Tiger Uppercutting big Frank as he left.

Following in the media scene behind a long list of baldies, Sagat came fourth in a survey of top bald geezers, losing out to Duncan Goodhew, Right Said Fred and Bruce Forsyth.

Tiger Uppercut:
F, D, DF and any punch button.

Tiger Shot:
D, DF, F and any punch button.

Tiger Knee:
D, DF, F, UP and any kick, preferably fierce.

NOTES Slowness used to be Sagat's only weakness. Fortunately for him, he has now been speeded up, making him an extremely dangerous foe. Try to alternate high and slow Tiger Shot's with low fast ones to confuse your opponent. Sagat can be used best as a super defensive fighter, constantly harassing foes from a distance and using the Tiger Uppercut on anybody who dares to jump towards you.

This combo is a bit difficult, but persevere and you'll be laughing at your poor friends who'll be sitting there wondering what happened. Jump in with a fierce punch, then a standing fierce kick. The difficult bit comes in when you have to finish this combo off with a fierce Tiger Knee, but with practice you'll be pulling this off like nobody's business.

STREET FIGHTER II

It's that time of year when we give you one of our much-requested, home-grown and lovingly nurtured *Street Fighter 2* guides. So here we present the *Super* special - a look at not three, not seven, but ALL the characters. And it comes in a handy twix-esque two parts. So, after last month's epic, it's on with the sequel - *SSF2*: Cammy Forever.

DID YOU MISS THE FIRST PART OF THIS GUIDE? THEN TAKE A LOOK AT PAGE 72, WHERE YOU'LL FIND THE BACK ISSUES PAGE. YOU'LL NEED ISSUE 21.

M. BISON

M. Bison was not best pleased with being knocked off his lofty perch at the end of the last tournament. He threatened to quit and never return to the competition again. But when he heard they were holding a celebration party, he quickly returned.

His inspiration for evil were the 'Postman Pat' videos he was forced to watch as a child. His favourite character was, unsurprisingly, Pat, and his ambition was to 'be' a boss character. So, on his 21st birthday he donned the now infamous hat and cape, and became the hardest postie/street fighter alive...

Flying Flaming Punch:
Charge down for two seconds, then up and any punch button.

Flaming Torpedo:
Charge back for two seconds, then forwards and any punch button.

Scissors Kick:
Charge back for two seconds, then forwards and any kick button.

Head Stomp:
Charge down for two seconds, then up and any kick button, hold the D-pad towards your opponent and tap light punch for a second hit.

NOTES After being considerably downgraded in *Street Fighter 2 Turbo* edition, M. Bison returns to almost full power in this game, with a completely new move to boot! Concentrate on being exceedingly annoying at first, by using the Flaming Torpedo at various speeds.

Combine this, as you get more experienced, with pushing the D-pad towards your opponent as you fly through the air and tapping the fierce punch button. Get it right and you can follow up this move with a throw.

The boss characters' combos are generally difficult to pull off (they are bosses after all). M. Bison is no exception, so keep practising this one. Jump towards with a fierce punch, charge back as you fly in and hit with a second medium crouching punch. Finish the combo by flipping the D-pad forwards with punch for the Flaming Torpedo.

CONTACT TELEMAIL ON 0533 880445 TO GET HOLD OF A COPY OF SSF2. THEY GAVE US OURS, YOU KNOW.

CAMMY

Rather like a videogame version of Baywatch, Cammy cavorts about the screen in her woefully small leotard, beating up geezers who are realistically a bit 'big', but are probably drooling too much to put up any defence. Not even Chun Li likes her, as she reckons she's stealing all the attention, not to mention the guys...

Speaking of Baywatch, what do you think of Pamela Anderson? We all reckon that she's rather a cute chicken and we would all love to take her out for dinner. *And* she is real, while Cammy is a computerised image. If you disagree, write in and tell us and you too can join the likes of our very own Jon Pertwee-loving geezer, Marcus.

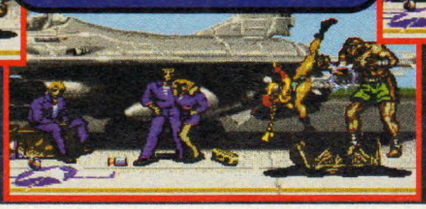
NOTES The first of the new generation of *Street Fighter* characters, Cammy is a very powerful young lady indeed. Her beauty will knock you out. As will her Thrust Kick, which negates most aerial attacks, while her Cannon Drill goes under fireballs. The Spinning Knuckle is a potent combo on its own, which occasionally gets a dizzy result.

The most potent use of the Spinning Knuckle, is to trap your hapless foe in the corner and use it on them, following up with the Thrust Kick if you're good enough

As mentioned previously, the newer characters have more difficult combos to pull off. Cammy is no exception. Jump in with a fierce kick, then stand and tap medium kick. Finish the combo off by executing a Thrust Kick.

Cannon Drill:
D, DF, F and any kick.

Thrust Kick:
F, D, DF and any kick.

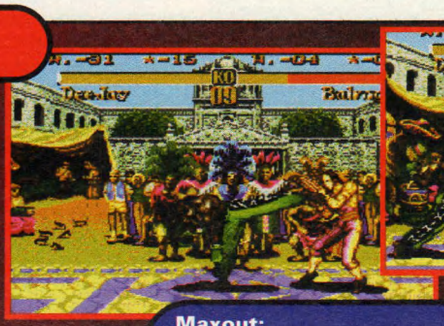


Spinning Knuckle:
Spin the pad from B, DB, D, DF, F and tap punch to get the same effect as the 'official' method. This way it's easier to perform.

DEE JAY

While dancing the night away at a rave, he was forced into a fight with some guys who were picking on a girl. The peace was savagely broken that night, as the thugs soon realised they'd upset the wrong guy. Hang on, that's not Dee Jay, that's our loony Welsh tipster, Weaver!

Dee Jay, from out of BEing in Jamaica, was in fact completely down on his luck in his homeland. His only claim to fame was being the 1994 winner of the festive Large Pantaloons Open, held in Bellbottom, USA. He was introduced to street fighting while on a job share scheme as a school groundsman, but found that he could balance both careers successfully.



Double Dread Kick:
Charge back for two seconds, then forwards and kick.

Maxout:
Charge back for two seconds, then forwards and punch.

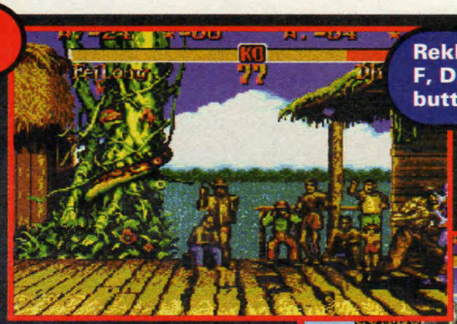
Machine Gun Punch:
Charge down for two seconds, then up and punch. Keep tapping the punch button to prolong the move.

NOTES Dee Jay's Machine Gun Punch is protection against most aerial attacks as well as close-range attackers. Used mostly as a defensive character, you'll go far with this guy. Like Sagat, he comes in most useful if you concentrate on staying away from opponents and using the Maxout, while waiting to catch any opponents in the Machine Gun Uppercut. One of Dee Jay's combos is particularly special, as it delivers five hits. Stay back and charge down, once the opponent comes in close, tap crouch punch, and then up and fierce for the Machine Gun. Again, it takes practice, but ultimately is a perfect manouevre.

FEI LONG

Just who the hell does Fei Long think he is? I mean really, the Beatles-style haircut, the strange squawked noises during fights. Perhaps Fei Long means Bruce Lee in Chinese? No, we're just being picky. Bruce couldn't set his legs on fire, so it can't be him.

Fei Long, it is rumoured, suffers from anxiety attacks brought about by people calling him "Shorty". Even the dainty Chun Li is a couple of inches taller than Fei, and the fact that he stood on a box during photo shoots is only further proof of this. Perhaps the lad should change his name to Fei half-pint perhaps?



Rekka Ken:
F, D, DF and any punch button.

Flaming Dragon Kick: D, B, DB and any kick button.

NOTES Not many moves for our boy Brucie, sorry, er, Longy. However, the moves that he has been blessed with are two of the best in the game. The Flaming Kick knocks aerial attacks out of the air, while the Rekka Ken can be repeated up to three times for some serious multiple hits.

How about another five-hit combo? Okey diddley dokey. First jump in with a flying fierce punch, then a standing fierce punch, then give your opponent three Rekka Kens to knock them well into next week.

HAVE WE COVERED THE GAME YOU WANT TO SEE TIPPED? IF WE HAVEN'T, WRITE IN AND TELL US. WE READ EVERY LETTER WE RECEIVE. AREN'T WE GOOD?

T. HAWK

Originally an extra in 'Dances with Wolves', T. Hawk was dismayed to find M. Bison in his wigwam when he got home. What's more, he had changed the locks and evicted him from his land. Hawk was confident that he could remove M. Bison from the scene, as he was known for being 'very persuasive'.

Unfortunately, not even getting down on both knees and promising to be his friend could get the evil Bison to move. Dismayed at this, Hawk left with his people to live in Mexico, instead of giving Captain Hat a shoeing when he had the chance.

Hawk:
Jump up in the air. At the top of the jump, hit all three punch buttons simultaneously. Very painful.

Storm Hammer:
Rotate the pad 360° and then hit fierce punch for some serious headache-inducing action!

Rising Hawk:
D, DF, F and any punch button.

NOTES

T. Hawk is one of the slowest of all the street fighters, but boy can he pack a punch! All of his fierce moves are pummels and locks which inflict serious hurt. In short, if you're using T. Hawk, stay defensive, use the Hawk move if you want to get in close, and then smack your opponent in the chops.

T.Hawk's moves are simple, as are these combos which still pack a tremendous wallop.

1. Jump in with a fierce kick, duck down to do a medium crouching kick, then execute a Rising Hawk. Very nasty.
2. Jump in with a fierce punch, then a crouching jab, completing the combo with a Rising Hawk for a top Red Indian-esque finisher.

Well, we hope you've enjoyed our slightly alternative, but nevertheless fact filled *Super Street Fighter 2* guide. We thought we'd round things off with our list of top ten facts about *SSF2* and life in general. This should at least halve the number of k-er-azy *SSF2* calls we've been getting here at the office.

1. Yes, yes, there is a secret character and his name is, er, Akuma. However, he isn't appearing on the console, just the arcade game.
2. Eight joyous colours of clothing can be accessed per character in the game by pressing different buttons at the start.
3. Cammy is probably more 'sexy' than Chun Li, but what about the older woman angle, eh? I bet nobody considered that.
4. Dhalsim doesn't own a dog, but he does own a large collection of elephants, and they now 'trumpet' after a fight.
5. Vega is just possibly a bit effeminate, but that doesn't make him any less 'harder' in a fight, so let that be a lesson in life for you.
6. You can now BE the bosses. (This entry in our list also applies to *Street Fighter 2 Turbo*, but sadly not to the original.)
7. There are no death moves in *SSF2*. Instead, you have to humiliate your opponent in real life after a fight, which is much more fun. Giving them a dig with your elbow is always one to get blood pressures rising.
8. There's probably a way of speeding the game up a bit. If you do know, either keep it to yourself and be selfish, or send it into Consoletation Zone.
9. Chicken pot noodles must be the tastiest snack sensation in the world, and the advert also features 'Ace of Spades'. GEAR!
10. GORO CHEAT!!!!!!!! No, sadly there is no way on earth of being the four-armed beastie, because if there was, well, you can be sure we'd let you know.

CAMMY, EH? MAKES YOU PROUD TO BE BRITISH DOESN'T SHE?

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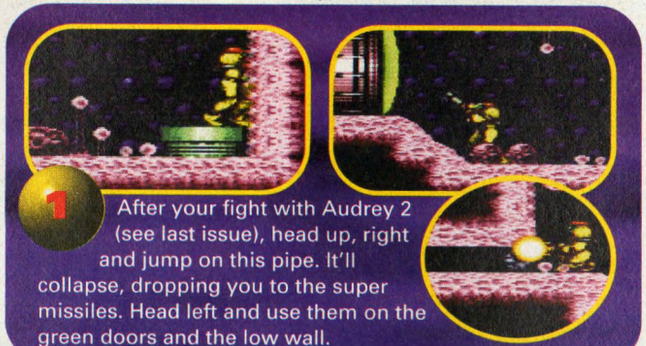
SUPER METROID

After taking a month off to recuperate, we've now locked the Weaver dude in a dark room with only a TV, SNES, a copy of *Super Metroid* and a box of tissues for comfort. All this to bring you more tips on this huge offering from Nintendo.

Try to follow the numbers, they aren't all in sequence.

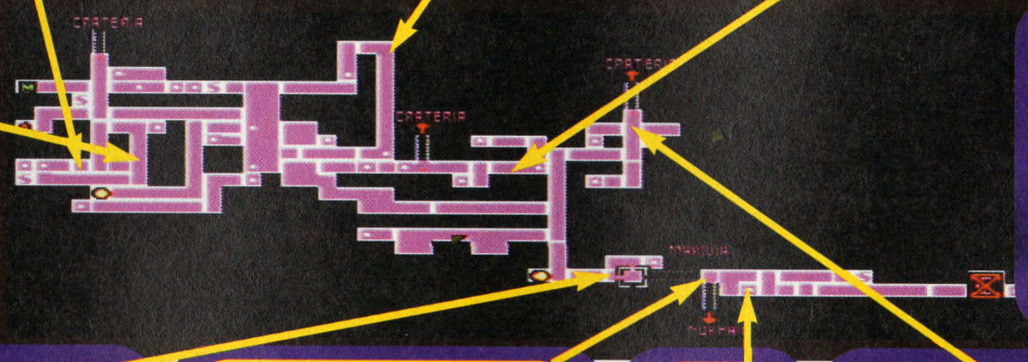
17 Once you get to the small room full of creatures, use a power bomb. Do a running jump to get the energy capsule. Continue left to this room which holds more super missiles.



1 After your fight with Audrey 2 (see last issue), head up, right and jump on this pipe. It'll collapse, dropping you to the super missiles. Head left and use them on the green doors and the low wall.

16 Head right across this area. Use a power bomb to reveal an energy capsule. Go left and use another power bomb to carry on. Trudge left and use a power bomb here.

18 Head down and right to this shaft. Execute a wall jump. Use normal bombs to flip right for missiles.



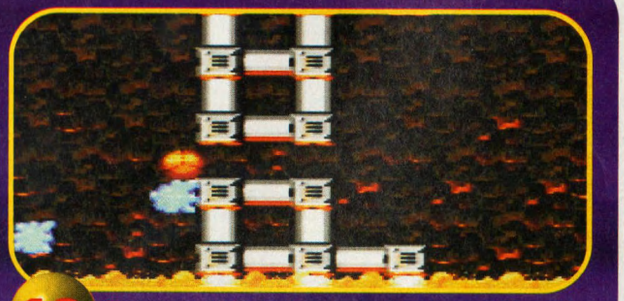
12 While you're here you may as well get five missiles. Head up to here and use a super missile. Go left and use a power bomb on the floor for a secret room.

2 This does take some practice. Get down to here, and fire up. Now jump through the gap and use a bomb on the blocks. Wait until the block reappears and roll your way right to get the Spazar. YES!

4 Use a super missile on the lower wall. Head right and use the bombs in the places shown, to find the boss.

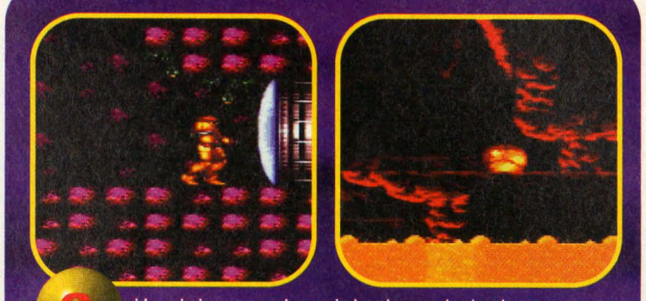
5 Bomb the aliens, and shoot up here for an energy tank.

11 Leap back up the main shaft, freezing the creatures to use as platforms on the way. Shoot the floor once you exit right. Head down and left to get some power bombs.

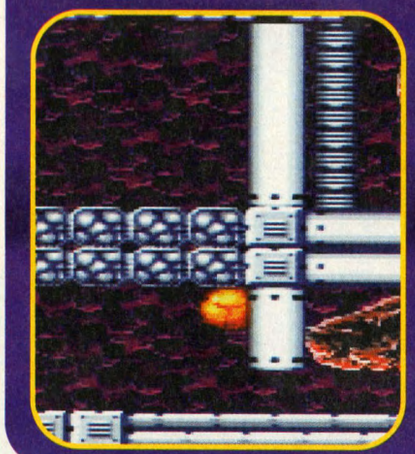


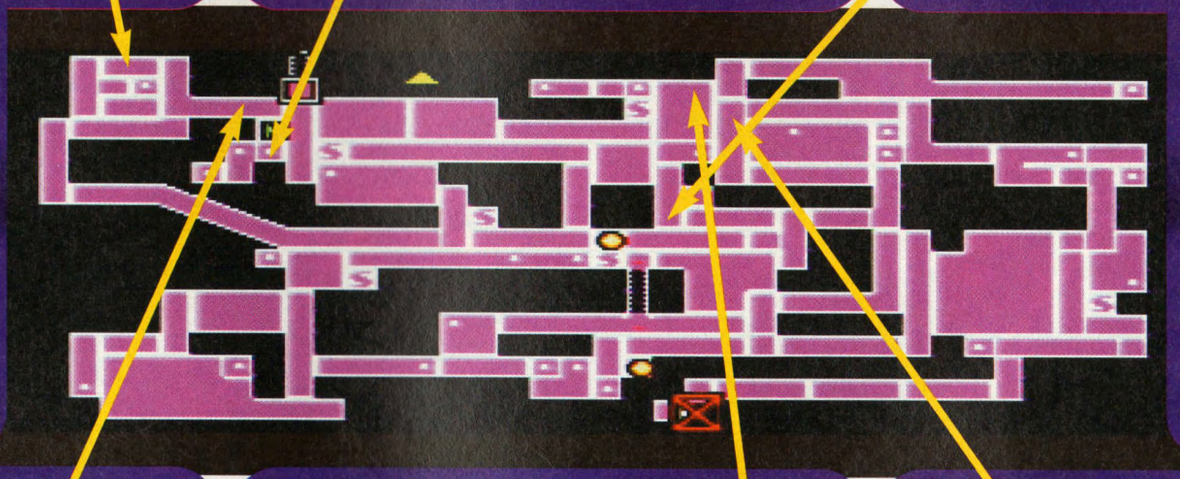
10 To escape this section once you have collected your prize, make your way back up to the top of the large room. Freeze the creatures in order to roll through the gap. Continue right to drop down and use a bomb here to roll right.

3 In this area, first grab yourself the extra energy tank, then use the bombs on the floor to go right. Go through the door and shoot the blocks to get the boots, then exit and jump up and right to get the missiles.



6 Head down and go right through the bottom door. You now have to brave some severe lava flows to continue. Morph and go right through the gap. Go up and left and morph again on this moving platform to avoid the spikes.

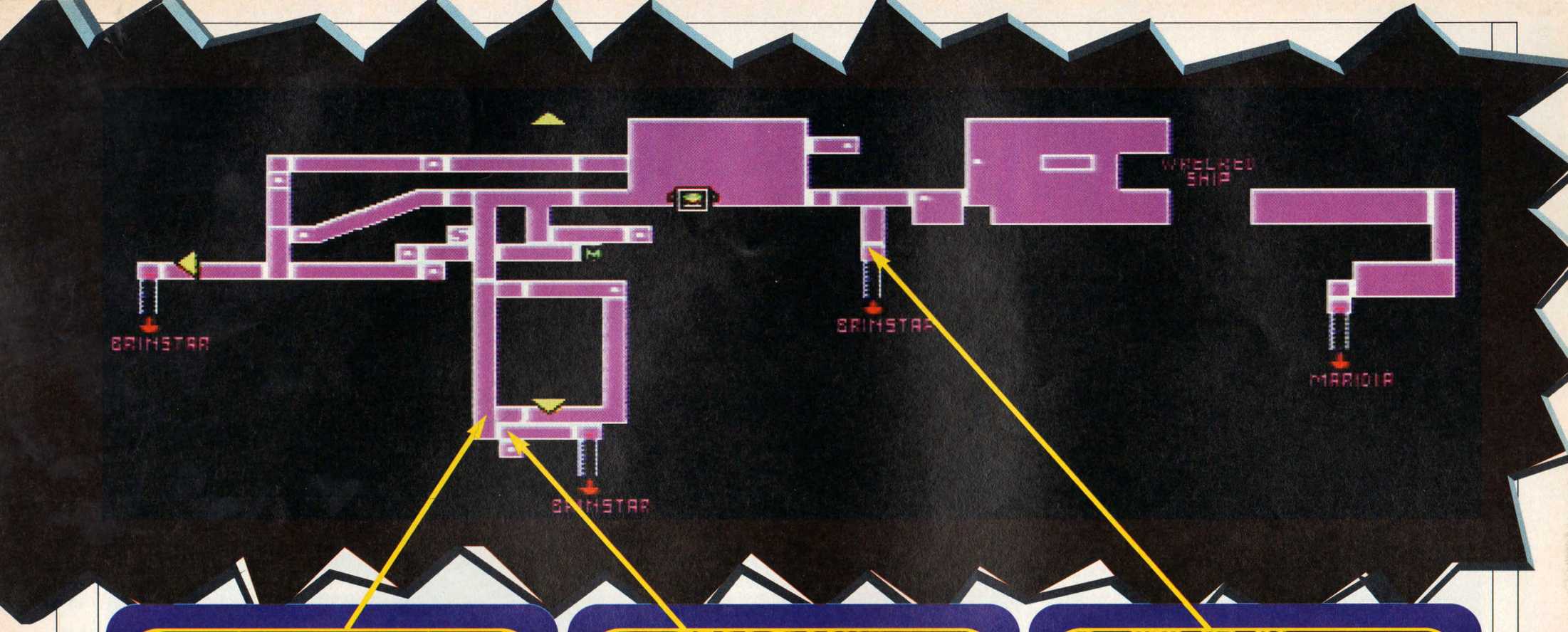


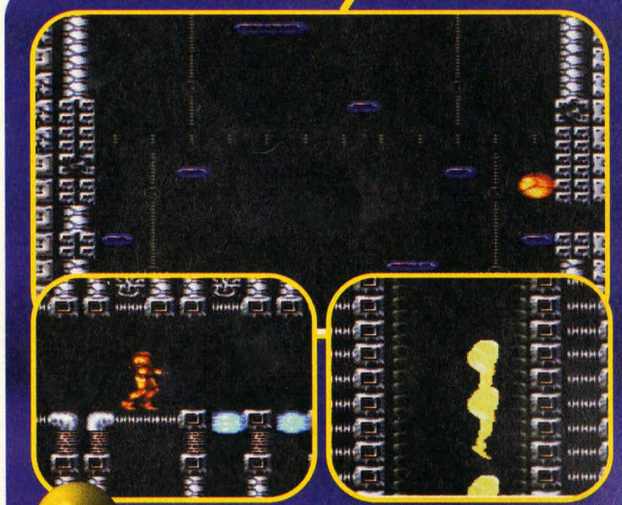


9 In this section, run all the way left to avoid the security doors. Once you're past there, head left and then up past the wall monsters. Use the morph to go through the gap in the wall, and the ice beam is yours for the taking.

8 Head back into the shaft and then go up to enter the large green room you were in before. Use the super missile and then jump through the hidden gap. Run all the way right to get the speed boots, then run back.

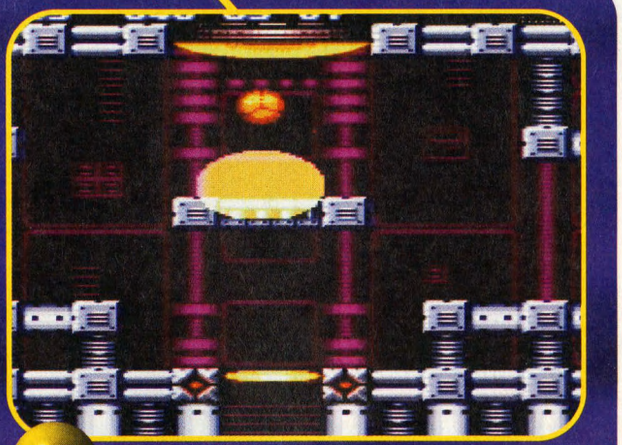
7 In the vertical shaft, head up until you reach the red door. Use your normal missiles and then jump across the moving platforms. Shoot the door and go right for some missiles. Drop down and right to fall here, and go through the spikes.



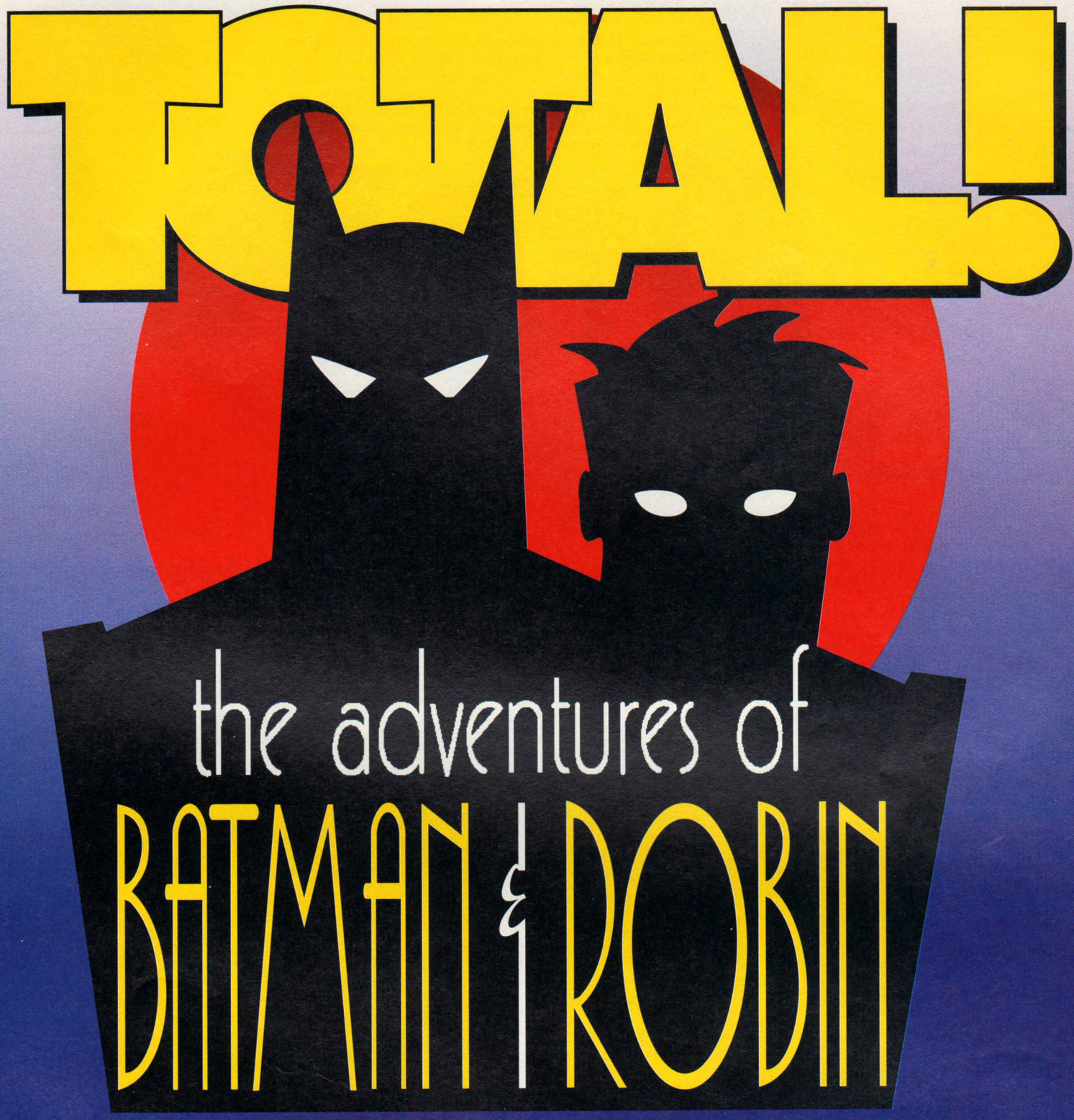


14 Head all the way left and use your ship to restock on weapons and energy. Drop back down the main shaft in Crateria and use a normal bomb. Freeze the enemies on the floor, then take a huge run-up and execute a super jump.

15 Drop all the way down the main shaft again, and go right one room. Use a power bomb here to reveal yet another secret room. This one takes you to another five missiles to add to your rapidly growing quota of beauties. You should by now, if you have been following the guide up to this point, have amassed a large collection of weapons, but don't waste them, because the going is certainly going to get tougher.



13 Have you noticed those orange barriers on some doors? If you haven't it's about time you woke up, because you've passed about five already. They're big and they're orange and they're very tough to break through. In fact, the power bomb is the only weapon that can knock them out if you were wondering, which I have no doubt you were.



IT'S BAT-BLOODY-MUNGOUS!

Once again, TOTAL is first past the post to bring you the exclusive early look at what could be the greatest bat-related gaming experience ever. What's more, in the very same issue you'll find a whole host of other exclusively splendid stuff which'll no doubt cause you to rend your trousers with excitement. You could, of course, not buy the next issue of TOTAL, but then you'd be a bit of a jerk wouldn't you? Eh? EH? Yes.

ISSUE 34 – ON SALE NOW... YES, NOW!

DUNE 2

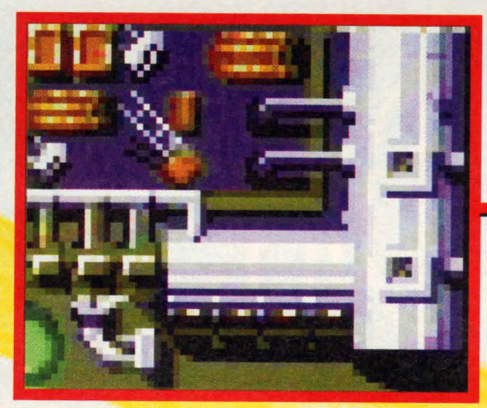
Great things always come in pairs. Turtledoves, socks - the list seems endless. And Dunes are no exception. Trouble is, *Dune 2* ain't that easy to get through, so how about a spicy step by step guide to solving this sandy little number? Read on...

SIMPLY FOLLOW THE LETTERS FOR GENERAL GUIDES, AND THE NUMBERS FOR...

A: SETTING UP

The balance of your city should be tailored to the conditions in the territory. If, for example, there's not much spice around, you should concentrate on getting as much harvesting done as possible early on. If there's plenty of the stuff just lying around you'll be able to build up more gradually, taking the time to balance your city, upgrade your barracks and vehicle factories, while producing multiples of just about everything.

Early on, the most important thing is to keep yourself to yourself. Any premature contact with the enemy seems to provoke an attack which can be very difficult to cope with in the early stages, as you'll be extremely unprepared. Remember that the enemy is already here and has troops and tanks from the start of the level.



8. REPAIR

When you get a second, stick one of these plants in and use it. Just checking your vehicles once in a while saves a fortune in credits which can then be used to build some of those lovely rocket turrets that always come in extremely handy.

9. BARRACKS

You only really need barracks in the first territories as they become superseded by tanks later on.

10. GENERAL

Walls

By the time you get the chance to build walls the enemy has rocket launchers which can shoot over them, but walls do give you something to do in the quiet middle of the game, and strengthen your whole base by taking some of the flak when you're under attack.

Hi-Tech Vehicles

Once the cash is rolling in nicely it's time to think about a hi-tech plant. The only thing they do is build carry-alls, but just one of these will speed up your harvesting and, if you've got a repair plant, it'll even pick up all other damaged vehicles for repair.

Star Port

Star ports look nice but they don't do anything that a vehicle plant can't.

Palace

The palace not only looks very nice, but packs a punch as well. In the later levels the missiles can come in handy, getting an offensive foothold in the enemy base.

3. WIND TRAP

You have to build a wind trap to start your base off but as you expand you'll need to add more and more.

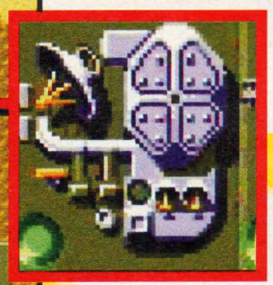
5. VEHICLES

You need at least one vehicle plant as soon as your refinery is up and running. As well as offensive power, plants supply MCVs, needed for another construction site, and extra and replacement harvesters.

4. REFINERY

Refineries are the most important part of your base, providing you with the raw credits to continue building. So use multiple refineries and remember that you can have more than one harvester for each one.

6. OUTPOST

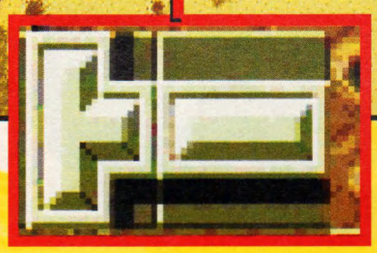


You do need an outpost later on in the game when the enemy starts appearing, but don't worry until you've got plenty of cash.

In fact, that's a lesson in life for you. Don't spend your money until you've got plenty of it. And definitely steer clear of ouposts until you have.

7. TURRETS AND ROCKET TURRETS

When you get the chance to build some turrets, build as many as possible. Position them around, but well in front of your base, to take out rocket launchers before they can get close enough to do any damage.



1.BUILDINGS

You start with a construction site, but to allow quick expansion you should build one with an MCV as soon as you have a vehicle plant or star port.

2. CONCRETE

It might seem like a lot of hassle, but you should use concrete under everything as it gives greater strength to your base, saving you valuable maintenance time.

B: CONSOLIDATION

The middle section of the game is definitely the longest, but with a bit of patience you should be able to set yourself up for a fairly easy victory.

By this stage you should have multiple refineries and, if vehicle factories can be upgraded, more harvesters than refineries.

With a constant supply of cash you should be able to set about building as many tanks, rocket launchers etc. as possible, and in the later levels you should add repair facilities, turrets, and hi tech plants. If cash is particularly abundant you could go for multiple construction sites for rapid expansion.

At this stage you should have a reasonable sized force to deploy in defence. Spread your forces in a diagonal grid pattern in the direction that most attacks seem to be coming from, leaving a few vehicles at a loose end to cover any other attacks.

If you have turrets or rocket turrets your base should be capable of looking after itself. When building turrets try and situate them at the very edge of the rock. You'll need to build a lot of concrete to do this but it will leave you room to expand and take any enemy units out before they can damage your base.

C: THE BIG PUSH

Only venture out to the enemy base when your own has been fully fitted out with turrets and can look after itself. When you do attack, gather your vehicles, including plenty of rocket launchers to take out the turrets later on, somewhere close to the enemy base.

Find one corner of the base where a turret is reasonably isolated and attack it with rocket launchers while your tanks and stuff take care of the enemy defence units.

Continue to maintain your base and replenish your task force. Your home should be well-defended but you must keep an eye on the condition of your buildings and take the time to constantly repair them.

And that should provide you with a good basis for success in *Dune 2*. If you still have any problems, write to Consoletation Zone.

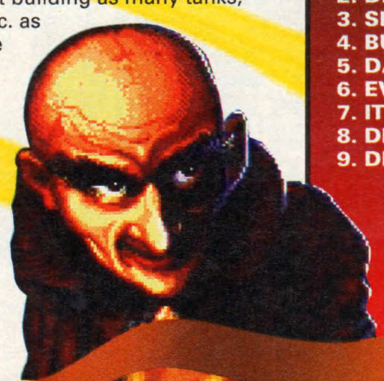
SPICINESS...

The early missions are very easy, but time-consuming. If you can't, ahem, be bothered, then why not use this set of level codes?

ATREIDAS
2. DIPLOMATIC
3. SPICEDANCE
4. ETERNALSUN
5. DEFTHUNTER
6. FAIRMENTAT
7. ASHLIKENNY
8. SONICBLAST
9. DUNERUNNER

ORDOS
2. DOMINATION
3. SPICESABRE
4. ARACKISSUN
5. COLDHUNTER
6. WILLYMENTAT
7. SLYMELANIE
8. STEALTHWAR
9. POWERCRUSH

HARKONNEN
2. DEMOLITION
3. SPICESATYR
4. BURNINGSUN
5. DARKHUNTER
6. EVILMENTAT
7. ITSJOEBWAN
8. DEVASTATOR
9. DEATHRULER



... THE MORE SPECIFIC TIPS. TOP LAYOUT BY CHEEKY, YOUNG LISA DON'T YOU THINK? IT'S A BLOODY MARVEL.

HEIMDALL 2

It seems the entire tips section is constructed of sequels this month. So it's a good job they're all decent games. And challenging, or we wouldn't be prepared to give you such hellishly in-depth guides. Take our hands and walk with us, as we lead you through that world of horny helmets – *Heimdall 2*.

1 First, shoot the left-hand rock with an arrow, then the one on the right. This will open a bridge for you to cross. Talk to the guard and jump into the hole. Dodge the swinging balls and you're in the village.

2 Go to the hut that looks like a storeroom in Rurik's village. Open the box at the back of the hut to find the circulet. Now go and talk to Rurik. Head to Eadric's village and make peace by giving him the circulet.

3 In the pub you'll get further information about your quest. Return to Rurik and give him the peace offering (a letter) from Eadric. You'll then receive a pass for the king's castle. Go there and give it to the guard.

4 Go and speak to the servant girl, she'll tell you what to do next. Go to the room with the large picture. The eyes will follow you as you move. Walk up to it and press fire to reveal a secret entrance.

5 Head for the bedroom and press the button on the bed post to reveal a secret in the wall. Take the signet ring, go to the guard and give him this ring. Kill the Hakrat and take the letter from the king's brother.

6 Give the letter to the king. His advisor will leave, turning the stairs' forcefield off. Shoot arrows into the three holes to make the missing floor appear. Now you can get the first piece of Ro'Geld – the skull.

7 Go to the fisherman's hut, and press fire in front of the cupboard. At Loki's shrine save his daughter. She'll give you a talisman to open the portal to the next world. Then go back to the Hall of Worlds.

8 On the Dwarven Isle, speak to the dying man. Shoot an arrow into the circle of fire. After speaking to him, shoot into the circle again. Then put on his armour. You will now be able to enter the castle.

9 Give the king the man's letter. He'll give you a letter. Take the Rainbow Ring. Go to the Giant's Isle. In the ice god's room fill your flask, and throw it on the fire god's fire. Go to the ice god and over the bridge.

10 Throw the ring into the sphere. Push the candle. Take the talisman. Go to the Lost Clan Isle, and give the rat the bread. Exchange letters with the dwarf. Down the steps, take the second piece of Ro'Geld.

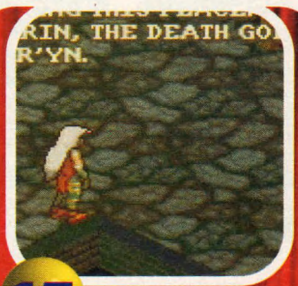
11 In Utgard 1, give the king the letter to get a talisman. In the Hall of Worlds speak to the druid and enter the map screen. In the Dakta village kill the Dakta in the armourer's. Take the sword the man is making.

WELL THAT'S HEIMDALL 2 FINISHED. AM I GOOD OR WHAT? NEXT MONTH I RECKON I'LL DO SOMETHING BIGGER – VALHALLA WOULD BE GOOD.

12 Kill the Dakta inside the pub. Then go on a killing spree and kill the two Daktas in this room. Now go back to the map screen. Inside the Dakta HQ jump down past the spiky ball. Go into the alcove and press the switch on the wall to make the steps appear.

13 Enter the room that contains the pile of gold and press fire in front of the map on the wall. First, kill the mirror reflection of yourself, then kill the Dakta, taking the talisman. On the island, get across the tiles using the clues provided by the scroll.

14 Shoot the arrows into the mouths and take the third piece of Ro'Geld. Then go back into the Hall of Worlds. Go to Tal'Ker'Yn. This is the Hall of the Gods. Go into the death goddess' room and kill Heimdall and Ursha by walking into the statues. Go into the light that appears on the wall.

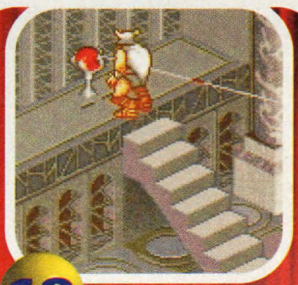


15 Take the crown and the holy symbol. Walk out of the room to bring the characters back to life. Go into the judge god's room and place the crown on his head. You will now be judged. Next, take the holy symbol.

16 Go into the air goddess' room (which should be the cloud room) and walk into the lightning, in order to teleport. Take the shield, armour and the helmet. Discard the helmet in the main room and a rather handy bridge will appear. Take the holy symbol.

17 Go into the god of weak's room and kill him. While you're at it, kill the other geezer and take the holy symbol. Go into the light goddess' room. Make your way across the tiles to take the holy symbol. Go into the nature god's room and take the seeds from three of the plants.

18 Discard these seeds in the grass. The seeds you need are from the plant to the right of the grass, the one just below it and the one in the bottom-left corner. Take the holy symbol. Go to the closed door at the end of the corridor. Put the holy symbols in the spaces on the floor.



19 Place the shield in front of the laser. Take the last piece of Ro'Geld. Back in the garden, take another symbol. Return to the Hall of Worlds. In Her'Ker'Rn, give the druid the holy symbol.

20 Walk through the gate into the trees, and onto the turtle's back. Take the fire sprite. He'll teleport you to the hall of worlds. At Nifl'heim, walk towards the lava onto the fire boat. Take the dragon's teeth. You'll find a secret door to the right of Loki's daughter. Fire arrows into the three heads.

21 Once through the door, place a dragon's tooth on each red circle on the floor. Walk into the main circle to be teleported. To separate the dragon's teeth pick them up with the left button and separate them with the right. Walk by the dragon's head and exit the room.

22 Kill the chief Hakrat and enter Loki's room. After being teleported into Baldur's room, Ander will teleport you again. Go to Sho'Ker'Yn. Head across the tiles and save your game. Then go and kill the double Heimdall and Ursha.

23 Walk through the gate and enter the room with a Ro'Geld and a shadow. Turn around so the shadow is facing the Ro'geld. Press fire. Enter the Dakta's room. Kill it and chop the rope on the wall. Cross the plank into Ashok's room. Throw the Ro'Geld at him. Then enter Loki's room for the final duel.

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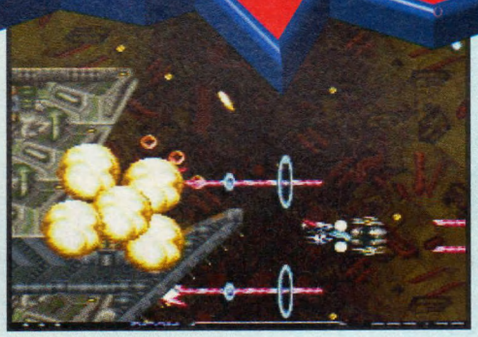
ACTION REPLAY CODES

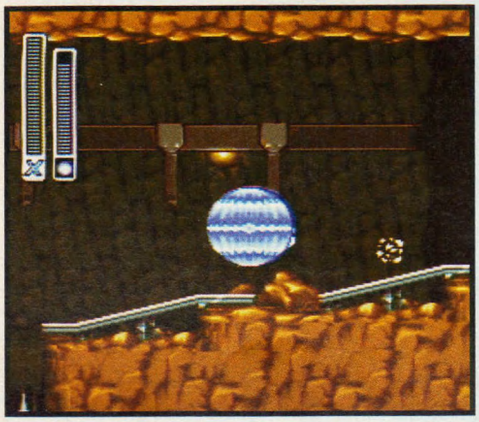
Our select troupe of highly trained gamesplaying monkeys has been beavering away once again this month. And the fruit of our simian colleagues' labours? Why, an Action Replay section brimming with a vast selection of cheats for you. So come in and feel free to browse, but breakages must be paid for. Sorry, lost it a bit there. On with the codes...

SNES



MEGA MAN X

7E0C 0301	Megabuster and quick recharge (red level), but you can't change weapons.
7E0C 0302	X-buster and quick charge (yellow level).
7E0B CF20	Infinite energy but you can't pause the game.
7E1F 7A0X	Replace X with 1-C for level select.
7E0C 1311	Invincibility.



WILD TRAX

0BAE DE80	Allows you to play Japanese version on any machine.

ROCK 'N' ROLL RACING

7E02 A2XX	XX selects the colour of the car (00-08).
7E02 A0XX	XX selects the car (00-04).
7E02 BDXX	XX selects the front weapon of the car (01-03).
7E02 BEXX	XX selects the rear weapon (00,04 and 05).
7E02 BF00	Jump jets.
7E02 BF01	Nitro.
7E0E 07XX	X = money x 100.
7E0E 08XX	X = money x 10,000.
7E0E 09XX	X = money x one million. Turn Replay off when spending money.

TIME TRAX

7E14 C303	Infinite lives.
7E14 B504	Infinite energy.
7E14 B930	Infinite time.

NIGEL MANSELL

1FA3 3880	Lets you play the new UK version on Jap and US machines.

R-TYPE

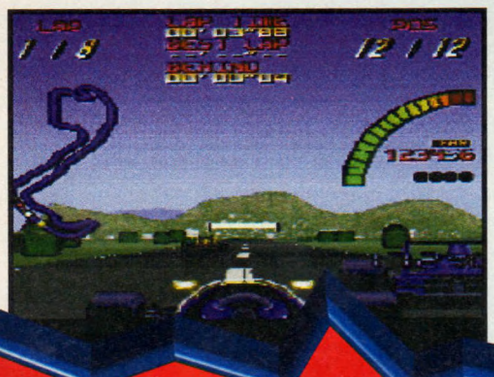
7E15 8C5E	Invincibility, but turn off before CPU takes control of your craft at the end of a level. It won't allow use of the beam weapon.

SUPER STREET FIGHTER 2 - US CART (ACTION REPLAY 2 ONLY)

C003 7E00	Removes the status bar from screen.
DEAD CODE:	Player one moves onto next fight by pressing select.
C002 5C09	
ADA8 00C9	
0020 D00A	
E230 A9FF	
8F71 077E	
C230 AD1A	
42AA 5C60	
02C0 0000	

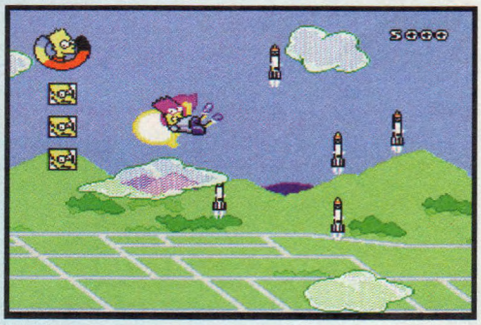
ZOOL

7E02 0C07	Infinite lives.
7E1C F1FA	Invincibility.



MEGA DRIVE

SUNSET RIDERS
FFCA4 2001B Max power-ups player one.
FFCAC 2001B Max power-ups player two.



BEAUTY AND THE BEAST
FF289 50004 Infinite lives.
FF28A 10004 Unlimited roars.
FF289 700FF Unlimited energy.

CHAOS ENGINE
FF004 F0003 Infinite lives player one.
FF004 F0003 Infinite lives player two.

DUNE 2
00292 84E75 Use with code below to allow you to play UK version on any machine.
00284 A6002 Use with above code.

RISKY WOODS
FF11A 5002B Unlimited energy.

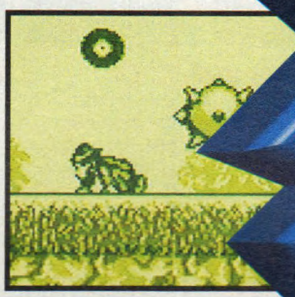
STREETS OF RAGE 3
FFFB0 5000X Level select.
FFFB0 3000X Act select.
FF88E 20049 Infinite time for level six.
FF885 00059 Infinite time for final boss.

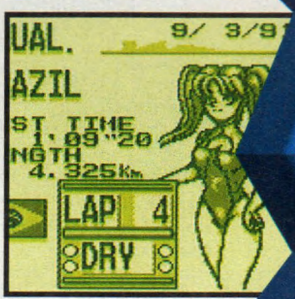
BART'S NIGHTMARE
FFC67 30001 Infinite energy.
FFC80 20005 Unlimited bubble gum.
FFC80 70005 Infinite melon seeds.

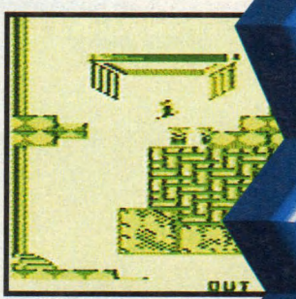
GAME BOY

BLUES BROTHERS
04XX 3BC3 Always have XX record disks.
040X B3C1 Replace X for level select.

CASTLEVANIA 2
04XX 86CC Gives XX uses of item.
04XX CBDE XX tune + 1 on sound test (four hearts).
0401 86C8 Speed up.
0401 82C8 No Konami logo.
0402 D0C8 Holy water permanently.
0401 D0C8 Axe permanently.
040X D1C8 Replace X with amount of power whips.
0402 89C5 Reverses music on sound test.
04XX 80CC XX = time.







DR FRANKEN
08D0 2BC8 Infinite lives.

F1 RACE
040X 56C5 X = desired placing.
040X 7EC3 X = race number.

KIRBY'S DREAMLAND
04XX 8AD0 Gives XX lives.
040X 3BD0 Replace X for level select.
0403 E2D3 Invincibility.
04XX 8BD0 Replace XX with score.
0404 BED3 Infinite bombs.
0402 BED3 Infinite micro phones.

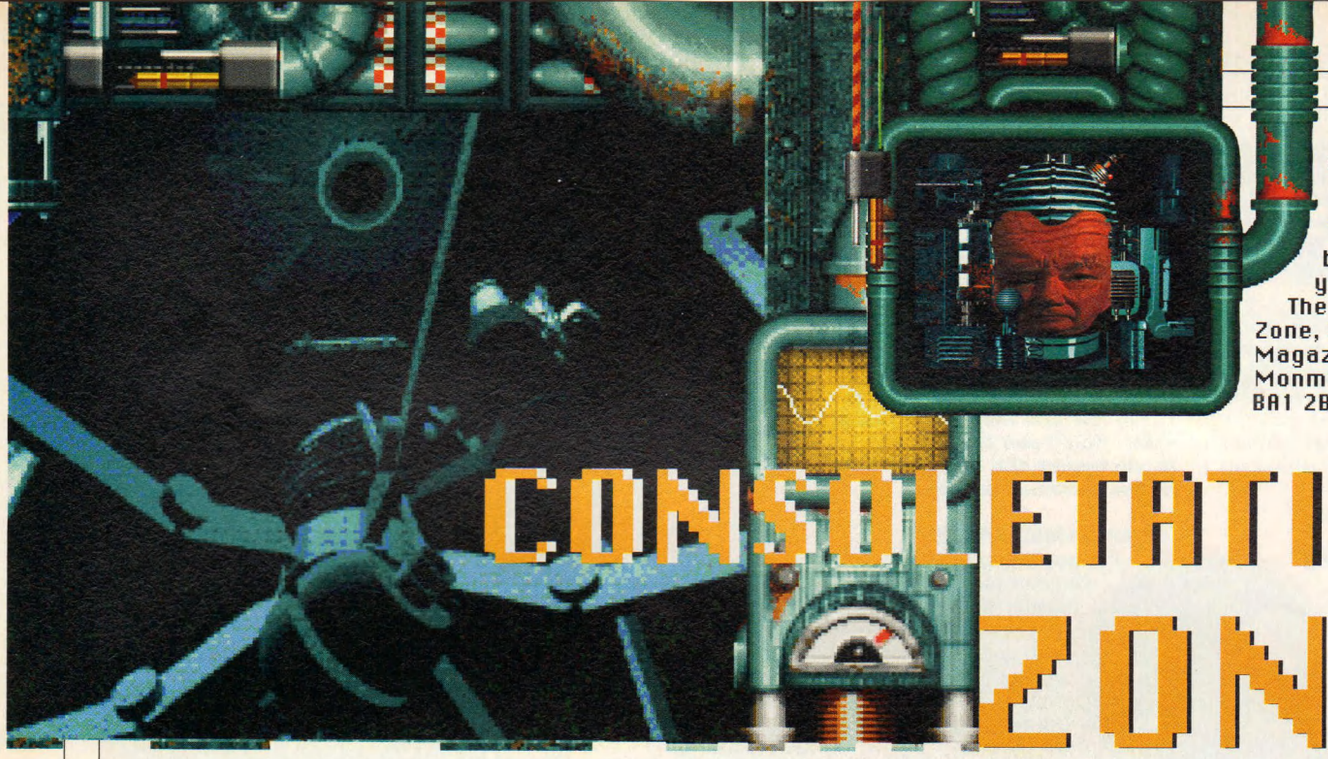
LEMMINGS
04XX 0BDD Replace XX for lemmings overall.
04XX 15DD Replace XX with fall speed (release rate).
04XX F2DB Replace XX for lemmings already out.

STAR TREK
048F 46D5 Infinite ammo for Kirk.
048F 45D5 Infinite energy for Kirk.
04B4 84D0 Cloaks ship.

SSF2 MEGA DRIVE

003BE 6602E Use this code before any others.
0001F 05500 Allows you to play the Jap version on US machines.
0001F 04500 Allows you to play the Jap version on UK machines.
FF80C 10000 Special moves in mid-air for player one.
FF83C 10000 Same for player two.
FF858 B000X Fight the same opponent throughout the game (X = 0-F).
FF828 B000X Same for player two.
FF803 D0090 Unlimited energy for player one.
FF833 D0090 Same for player two.
FF80C 20001 Player one turns into flames when hit.
FF83C 20001 Same for player two.
FF828 A0002 Player one need only win one battle.
FF858 A0002 Same for player two.
FF807 50001 Extra turbo speed for player one.
FF837 50001 Same for player two.
FF828 50005 Stops the countdown timer on the death screen for player one.
FF858 50005 Same for player two.
FF80B 40000 Every special move has fireballs for player one.
FF83B 40000 Same for player two.
FF801 B0000 Player one's character is faster.
FF831 B0000 Same for player two.
FF806 20012 No combos, every hit knocks player one down.
FF836 20012 Same for player two.
FF818 90000 Removes dizzy stars for player one.
FF848 90000 Same for player two.
FF803 E0011 Weird special moves for player one.
FF833 E0011 Same for player two.
FF804 00011 Low jumps and special moves for player one.
FF834 00011 Same for player two.
FF97E B0000 Start fighting before you are told.

OUR MONKEYS SAY: "DON'T FORGET YOU NEED A REPLAY CART TO USE THESE CODES. EEP EEP."



You're not still stuck in the middle of that game, are you? Oh well, you'd better send me your queries at: The Consoletation Zone, GamesMaster Magazine, 30 Monmouth St, BATH, BA1 2BW.

CONSOLETATION ZONE

SUPER NES

DEAR GAMESMASTER
Please can you tell me if there is a cheat to play as the Elite and Rage teams on *World Cup Striker*, as I can beat my friend with any team?
Christopher Addison, Eastbourne

Well my big-headed young cheat fiend, it's no wonder you had to use 'friend' in the singular because with an attitude like that I'd be surprised if you had more than one. Anyway, here's your cheat. Win the cup with any team and then enter the league/tournament. Start playing and quit the match immediately after kick off. Go to the edit team screens and two fresh new teams will be sat there.

DEAR GAMESMASTER
When I got *NBA Jam* I was playing it nonstop. But now I've heard that you can snap the backboard off. As you know everything please tell me and I'll make sure you will stay the best.
Richard Bennett, Essex.

Listen up, Essex boy. You're quite correct in assuming I know everything, because I do. Just how you are going to ensure I stay the best is beyond me, young man. I am the best there was, the best there is and the best there ever will be. Just you remember that. As to your question, if you have been playing *NBA Jam* nonstop then you should have already figured out the smashing backboard trick. You only have to play the game as normal, but pull off some flash slam dunks. Eventually the backboard will smash when you dunk, there's no trick to it, it's random.

Could this be one of those transformer types watering his garden? Maybe not.

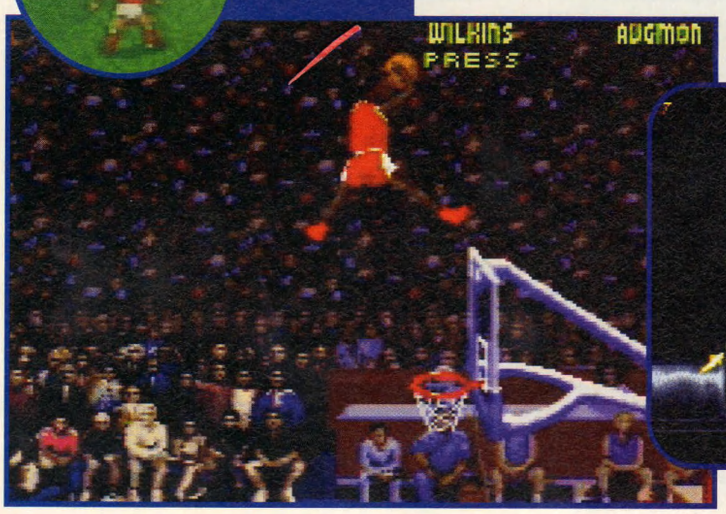
DEAR GAMESMASTER
Please can you give me any hints, cheats or tips for *Alien 3* on the SNES? It would help me a lot if you could.
Darren Allgood.

Yes it would help you a lot, wouldn't it? An awful lot. I just don't know if I should do it or not. Oh alright then, seeing as the second letter in your first name is 'a' (same as mine, you know), I'll help you. Try these level codes. QUESTION, MASTERED, MOTORWAY, CABINETS, SQUIRREL and OVERGAME. Incidentally, we did a players guide to this in issues 8-10.

DEAR GAMESMASTER
I've got *Metal Marines* for my SNES but I tend to get stuck on the very early levels. Please help.
Michael Myers, Haddonfield

Never fear, Mikey boy, here are those elusive level codes. PCRC, NWTN, LSMD, CLST, JPTR, NBLR, PRSC, PHTN, TRNS, RNSN, ZDCP, FKDV, YSHM, CLPD, LNVV, JRMR, JCRY and KNLB.

'Ere ref, surely that's handball going on down there? Stop 'im.



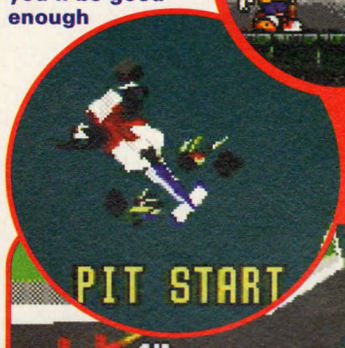
Sod all that first aid. Find me someone who can do something about my hair.

MEGA DRIVE

DEAR GAMESMASTER
I've had *Virtua Racing* for a few weeks now and I've heard about the Mirror option. However, I can't complete all the circuits, so I can't get to it. Is there a cheat so that I can reach it without finishing all the tracks?
Ben Webster, Barnet

Indeed there is young Ben, but I recommend that you finish all the other tracks first because then you'll be good enough to try it. But seeing as you'll cheat anyway, try this. When the Sega logo appears hold down, up, A and press B. With these buttons held down press start. You'll see the Mirror Mode box on the bottom-right of the selection screen.

DEAR GAMESMASTER
I've got *Marko's Magic Football* and it's a bit bleedin' hard mate. The only thing I can think of is to get in touch with you, your holiness. Please try and help me?
Darryl Shealand, Keighworth



Marcus plays this just like he drives in real life. He's two hours late getting anywhere and forgets all the stuff he's supposed to take.

Now if you had listened to us you wouldn`t have this game and be so disappointed.

Over to my young friend Julian White who has the perfect solution to your problems, my boy – level codes. HAUNTING, GUNGETNK, GARAGE, TRAFFIC, ELF BARREL and WIND UP. These should sort you out. What a nice chap.

DEAR GAMESMASTER
Alright, so your boys didn't like *Streets of Rage 3* very much, but I went out and got it and loved it, so there. Problem is of course, they were right. It's the same as the others, so are there any codes or cheats to let me see different stuff?
John Bull, Stevenage

See, you should have listened to my men first.

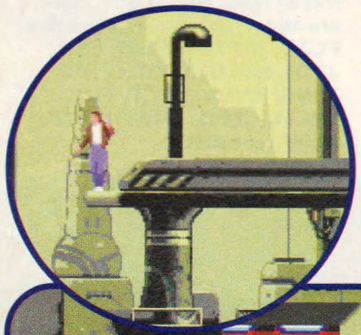
First up, the level select. Press up to go to options. Keep holding up and press B and start. You'll hear a chime and then you'll get the level select. When you beat Shiva at the end of level one, hold down B until the start of level two. When you die and get asked to choose your character you will see Shiva on the list.

When you meet Roo, beat the trainer but leave the kangaroo free to go. Now when you die and continue you will be able to choose Roo from the list.

On level five, when you have defeated all the ninjas, go to the top of the screen and hit the pale panel. It'll open, giving you access to a secret passage. Stand in the middle of the screen, just above the bottom and keep pressing B. The floor will give way. This passage is very easy. When you are fighting Shiva there are loads of extra goodies hidden behind the audience.

AMIGA

DEAR GAMESMASTER
I need some help on *Sim City* on the Amiga. I bought it when I saw it was on a budget label and have had loads of fun with it. I have one problem though. Whenever I start doing some serious work on a city I always seem to run out of money. Is there a cheat for loads of cash whenever I want it?
Desmond Wilkes, Birmingham



Now this is what I call a decent platform game. Beats the hell out of *Sonic* and stuff like that.

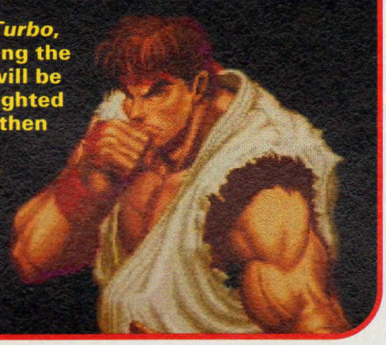
There is a way, but as with most cheats there is a price to pay. Granted, with most cheats you just finish the game, but this cheat causes earthquakes. Hold down shift and type in FUND. Your money will go up but an earthquake will soon follow. I recommend you do this when your city isn't that well-developed so that little damage is done.

DEAR GAMESMASTER
I have *Flashback* for the Amiga, and it's a top platform romp. But I'm seriously stuck. You see, there is this big ledge at the start of level two and can't jump onto it. I have tried for ages but still cannot pull it off. Please, please help me. I would be real grateful. Ta .
Rosalyn Dundee, Tayside.

What you have to do, young lady, is clearly written in the manual supplied with the game. Your character can perform a flying leap. When your man is in midair push your joystick so that he hangs onto the platform, and then pull yourself up. Easy when you know how. Or when you read the manual before playing the game. *Sigh*, if only I had a day off for every problem I receive because people don't read the instructions, I'd never work again.

RIGHT, NOW I'VE SOLVED ALL YOUR LIFELONG PROBLEMS, I'M OFF TO SEE MY MATE LUCY, OR DEU AS HE'S ALSO KNOWN.

ARCADE



To BE Akuma Long in *SSF2 Turbo*, choose speed three by pressing the hard punch button and Ryu will be highlighted. Leave him highlighted for about three seconds and then highlight T. Hawk. Count to three and highlight Guile. Do the same for Cammy, Ken and then Ryu.

After the three count on Ryu, press 1P and hold all three punch buttons.

GAME BOY

DEAR GAMESMASTER
Being a big fan of a certain young Culkin, I rushed out to buy *Home Alone 2*, but I'm completely stuck. Can you help?
Mark Ford, Plymouth

Hmm, Master Culkin, eh? Very peculiar hero. Anyway, on the first level, collect the weapons up to the vacuum cleaner. Jump over it onto the first sofa. Keep jumping on it until you reach a small platform. Collect all the weapons here and jump across the gap. Get the extra life and walk into the man with the trolley. Repeat this for loads of weapons.

***Home Alone 2*. Now in my crtical opinion, worded very carefully, this is crap.**

3DO

DEAR GAMESMASTER
I've recently bought *Total Eclipse* for my 3DO (hasn't everyone?) and I want to get further. But I can't. Do you happen to have any ideas, oh knowledgeable one?
Anthony Blackmoore, Huddersfield

Hmm, 3DO cheats already? But of course I'm up to the challenge. Go to the quit/preview and hold down the stop button. Push B, L, A and then release the stop button. Press B, K, A, B, L and then A. You will now get that level select.

Pah, you don't want to be playing this. You want to be playing that *Road Rash* on 3DO. Now there's a real game for ya.

TEST YOUR MK2 IQ

1 How do you find Smoke?

2 How do you beat Smoke?

3 How do you find and beat Jade, the hidden character?

4 Who or what is Ermac?

5 What's the fastest time you can complete it in?

6 Where's Sonja hidden away?

7 How can you BE Goro?

8 Can you find the hidden sub-game, Pong?

9 Where's the cheapest *MK2* cart in the country?

10 Who's Noob Saibot?

There you go, ten things to find out about *MK2*. Most of them are dead easy but some of them aren't. There is also secret stuff in there that hasn't been discovered by anyone yet. Why not give us your suggestions as to what else is buried deep in the code? Send in your answers, you won't win anything, but at least you'll be safe in the knowledge that you're smarter than all your mates put together. Usual address: MK2 Stuff, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL. Get your luvverly entries in, er, quick.

EDGE

The creators of
Another World
and **Flashback** have been
silent for two years

Find out their
secret in **Edge**

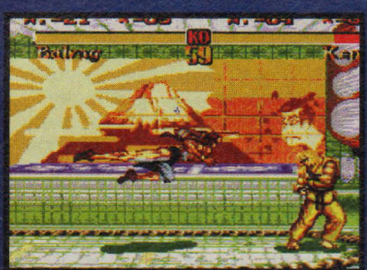
Magazine of the year
INPIN
Industry awards

Issue **fourteen** onsale at
selected newsagents now

LETTERS

Writing a letter to GamesMaster is the equivalent of joining one big videogame-playing, hug-giving, washing-up-sharing family. So don't sit there feeling left out – get scribbling. Tell us what you love or loathe about the mag, lose your rag if you feel the need, but write nonetheless.

Send your feelings in a neatly written form to: Letters, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.



Doesn't look too much like Balrog to me. It's definitely Ken though. The golden locks and heavy scent of peaches are a dead giveaway.

ERROR HELL

Recently I went to the USA and while I was there, I bought a copy of *SSF2* for the SNES and a Universal Game Converter. However, when I tried to play *SSF2*, piggy-backed to a UK game, I obtained the following error message: "This game is not compatible with your Super Nintendo Entertainment System (PAL)". The game does allow a limited game to be played but quickly crashes giving the above error message. Is my Universal Game Converter at fault? If so, is this because it is not compatible with *SSF2* or due to a fault in my converter? In the former case can you suggest a converter that will work or, in the latter, the name and address of the UK supplier of SNF-201 for a replacement?
GARY STEWART
HUDDERSFIELD

It's probably an out-of-date converter you're using, matey. Get hold of an Action Replay 2 or Programmable Adaptor from Datel. You can use the following codes with either to play the US version on all SNES machines: C0120480 and C071E380. You can contact Datel at the following address:
Datel Electronics
Fenton Industrial Estate
Govan Road
Stoke on Trent
ST4 2RS
Tel: 0782 744 324.
(*This is all a bit helpful, isn't it?* – Marcus).

NEW FATALITY?

I thought I'd mention that each character from *MK2* has more than two fatalities. Kitana's third fatality is F, F, F, B, B, B, LK. I don't know exactly what she does, but try it. Anyway, some questions.
1. Can I have Andy's baby photos?
2. I might sound a bit of a whinger, but, um, isn't Neil Googe a bit of a copier? I mean look, El Cautino? Prphh. Isn't that Absorbing Man from the Incredible Hulk? And look, Vlad Solomon? Bloodscream from the Wolverine Comic more like. I know I'm whinging but it seems unfair. Hell, I didn't even enter, but give Miskinmans credit. His was original.
3. Why so hard on Simon Kirrane? What's he done?
4. Can I have a job? I mean, kids read this mag, they should have a kid's view.
ALISTAIR GRAY
HARLOW

1. What? Do you mean you want pictures of Andy when he was a baby? *Why*? Or do you mean you want Andy's collection of photographs of babies (which doesn't exist, and appears to have just been made up by you)? I seriously worry about some of our readers, you know.
2. Yes, you are being a bit of a whinger. Neil's were the best, and that's all there is to it. We'll hear no more about it.
3. Now listen, you don't know the half of it. Simon Kirrane is, well, not far off from being the devil himself.
4. No. We don't need you. Dreadfully sorry, and all that, but we already have a select band of merry reviewers, with their minds in perfect harmony with today's youth culture (*blimey* – the team).

MARIE CORNER

Marie: gone but not forgotten. But start writing to our new, bright, young thing, Lisa, RIGHT NOW!

Reading about Marie's lack of fan mail, here is a poem I just made up.
Marie, Marie
You fill me with glee
To you, of my heart
I give you the key
You're a reason for living
My love I am giving
If only my mates, could see you with me.
ANON.
NORTH WALES

P.S. Has anyone told you, you look a little like Jodie Foster (only prettier)?

I will love you when the morning is ascending, I will love you when the moon is riding high, I will love you when we only have pretending, when our home becomes a cover from the sky.
Love Andy

Oh Marie with hair of purest gold
I shall undertake this task so bold
To put my feelings into prose
Could words do justice to a rose?
Yet words I write, though none will match
The warmth which I to you attach (*Jesus* – Tim)

In times long past I've loved and lost
Yet never stopped to count the cost
Though other loves grow cold with time
A mountain of desire we'll climb
To pinnacles of ecstasy...
(*Right, that's enough of this drivel* – Marcus)
HMM, CURIOUSLY ANONYMOUS AGAIN

Marie says: Gee thanks, all you guys. We think you're all creepy though.

I'm a little teapot, short and stout, here's my handle, here's my forehead. Hang on, that's not right. Where
Hey, a was'up, ma friend? Are yo loikin' at me? Are yo loikin' at me? Hey, I aska yo da question, yo ansa me, or yo get somma dat, ok?

EH...?

Arghh! Danger of explosion due to serious mental illness. Ahem... er, sorry about that. I am mentally unstable and writing this to you in the hope that you will break me out of my asylum in Birmingham. Hold on, I am developing a split personality... 14*@@£&(QYTIIMH)... Hello, I am the serious persona of Tula Boom. By the infinite pool of knowledge that is my mind I shall ask some taxing questions.

1. How do you *be* Goro in *MK2*?

2. Why is Marcus Hawkins such a ***** git?**

3. Does Simon "I read Total(ly crap)" ever let a toothbrush near those horrible yellowy teeth of his?

4. And why does Simon "Frogface" Kirrane act such a ***** git as well as Marcus "I am friend of John Major and proud of it" Hawkins?**

5. When does Jupiter converge with Saturn to form a super nebula?

6. @@*/&&'(23456)1145£@ HA HAAAAAAAAAAAAAA I am back, the psycho from Mars. Simon Kirrane, hear this and tremble. I am a T-1000 sent to terminate you from 2029 AD. HA HA HAAAA HEE HEE HOO HOO HOOO.**

ANONYMOUS
NOWHEREVILLE

P.S. Simon Kirrane must die. HA HAA HEE HEE HO...(*Yes, we get the picture* – the team).

Now this is more like it. And yet, on the other hand, a tad worrying. You are clearly as mad as a toothbrush. Let me just say, right now, that being as mad as Simon Kirrane is not big or clever. Wanting to destroy him is a little more understandable, however. Right, to your questions.

1. Shut up.
2. He isn't. He's a top games journalist geezer who deserves your utmost respect.
3. Shut up.
4. Shut up.
5. Shut up.
6. Fair enough.

SO DEGRADING

Right then, I am not going to number the points in this letter. In my opinion, people who do that generally have the IQ of a British Rail cucumber sandwich.

First, you asked for ways in which you can make Si-moan Kirrane degraded, humiliated and lonely. You could get a large dog (something that looks like the offspring of an Irish wolfhound and a large gorilla would be appropriate). Place in a small box, shake violently and present it to Si. For the best effect, use a dog with with the kind of growl that starts in one throat and ends in someone else's.

Ooer. I have just noticed something rather bizarre. Noob Saibot, top shadowy bloke from out of *MK2* is Tobias Boon backwards. Some relative of Ed Boon (he's a god) presumably?

Marie! Oi get Marie over here will you? Cheers.

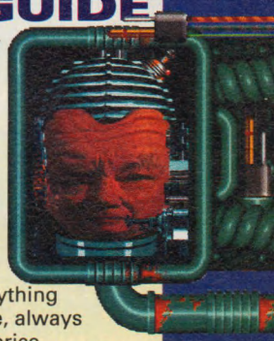
Dear, dear, Marie. You asked us to write so we'd get into your good books. Well I am writing, not because I want to oggle your body or anything, lawks no. I really respect you as a person, and I want to become a sensitive and caring friend to you.

PAUL RADFORD-HANCOCK
WILTSHIRE

Remember guys, Simon Kirrane deserves this sort of abuse. He went to San Francisco this month, too, for a spot of professional international journalism for GamesMaster. And what for, you may ask? Well, you'll just have to wait and see. It's a surprise, you see. But it just goes to show that he deserves even more stick, really. (*Hang on, Tim. Haven't you just come back from Puerto Rico?* – Marcus). Keep it coming. Oh, and Marie would like to say thanks (she thinks) for the fan mail.

No gorilla, no big dog could stop our Simon. Any other intimidating ideas gratefully received.

THE MAIL ORDER GUIDE



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9 Always order from the most recent issue of GamesMaster magazine.

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SULTRY SWEDISH SIREN

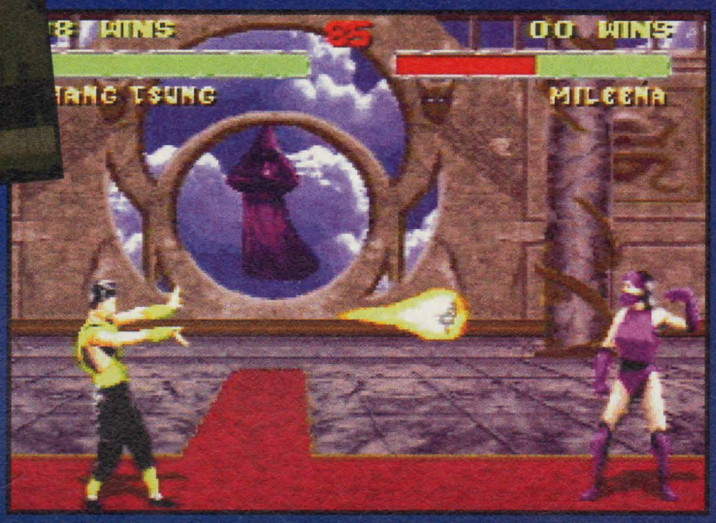
Dear Mad Jack, Donkoland, I DID write a (fairly steamy) reply to your letter on Digitiser... but they didn't screen it. I'd like to see your "response". Get in touch here, there and... OOOH!
MIMMI INGESTEDT
SWEDEN (WIGAN, REALLY)

We can't say we fully understand this letter, but "Mimmi" planted a big kiss on the paper the letter was written on, so we had to print it. If any other blonde-sounding Swedish sex kittens want to write in to us (even if they are from Wigan), please don't hesitate to do so. Oh, and Mr "Mad Jack", you really would be mad not to reply to Mimmi's missives.

AH, PROPER QUESTIONS AT LAST

I have an Amiga and a NES and would like to ask you some questions.
1. Does the hidden character in *MK2* (Noob Saibot) mean Ed Boon (Noob backwards) and John Tobais (Saibot backwards)? I have wondered for ages.
2. Will *MK2* be out on the Amiga and NES? If yes, when?
3. Does the Dead Pool fatality work on the home systems?

NOOB SAIBOT. Quite possibly an anagram for A SOBIN BOOT. Or TO SAIN BOOB. Or even SAT BIN BOOO. Quite possibly.



KUNG LAO. Anagram for UNK GAOL. He's also gained notoriety as the Paul Daniels of the beaty scene. His hat's to hide his syrup.

It's that playful, naughty streak in Mileena that makes her so attractive. And her smashing sense of humour. Coupled with a pair of firm biceps.

4. How do you morph into Kung Lao with Shang Tsung? I have tried for ages but can't do it.
JEFFREY LYALL
NORTH SHIELDS

1. Everyone seems to think they're the first to notice this. Of course it does.
2. An Amiga version is a distinct possibility, but there's been no official confirmation as yet. I wouldn't expect a NES version, mind. Buy yourself a SNES. It's a lot cheaper than the coin-op (about £3000) and very nearly as good.
3. Yes.
4. Back, Down, Back, High Kick.

THERE'S ALWAYS ONE...

There's a question that has been playing on my mind for a long while now, and as you lot think you know everything, I thought I'd write to you first. You know those little plastic tag things on the top of video and audio cassettes? Well, what are they there for?
SAM BECKETT
BASILDON

Go away. You idiot.

ERMAC, SHY, SHY, ERMAC

In reply to "Friendship" from Mid Glamorgan's query about Jade's "Ermac Who?" comment, here's the explanation.

A friend of mine decoded the machine's programming (don't ask me how) and he brought up a screen that revealed all the game's secret characters, Jade, Smoke, Noob Saibot and extra hidden characters called Ermac (who I have heard was hidden somewhere in *MK*), Kano and Sonja (also from out of *MK*), Tanya, Ed Boon, John Tobias, Mark Turmell and Sal Divita.

Also in the book-keeping menu it says: "Kano Transformations", which I presume is a code for Shang Tsung to morph into him. This is not a hoax letter, and they are certainly there. Remember what John Tobias said in issue 16 about the secret characters? "At least three!"
MARK "JAX" CABLE
LONDON

I have an explanation about Ermac from *MK2*. People in America said that they had fought against a mysterious fighter in red called Ermac. The fact was that unlike Reptile, who was a cross between Scorpion and Sub Zero that had been put in by programmers, Ermac was the result of faulty arcade machines! The faulty CPU crossed Sub Zero and Scorpion and the name Ermac is actually an anagram of "Machine Error". I hope that answers any lingering questions.
AL MORRISON
COVENTRY

And so the debate goes on. We've had a few answers to this puzzler, and every one of 'em is convinced they're right. We need proof, guys. We need photographic evidence, or something equally as conclusive.

Better still, if anyone figures out any secrets that we don't know about (like who Ermac is, or where Kano can be found, for instance), come down to the FES show at Earls Court (October 26th – 30th), drag one of us aside and show us what you've got. We'll reward you with a prize.

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...WRITE IN TO LETTERS AND LET US KNOW. WITH A PHOTO IF POSSIBLE.

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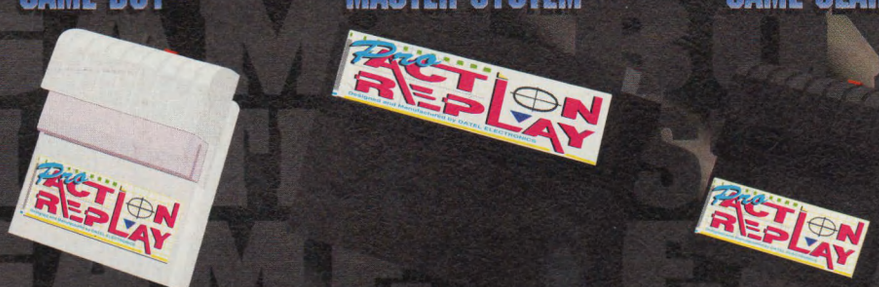

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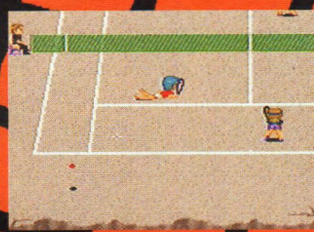

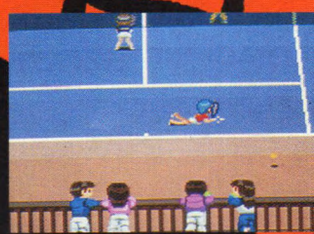

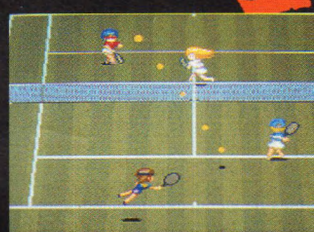

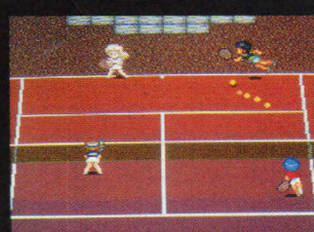

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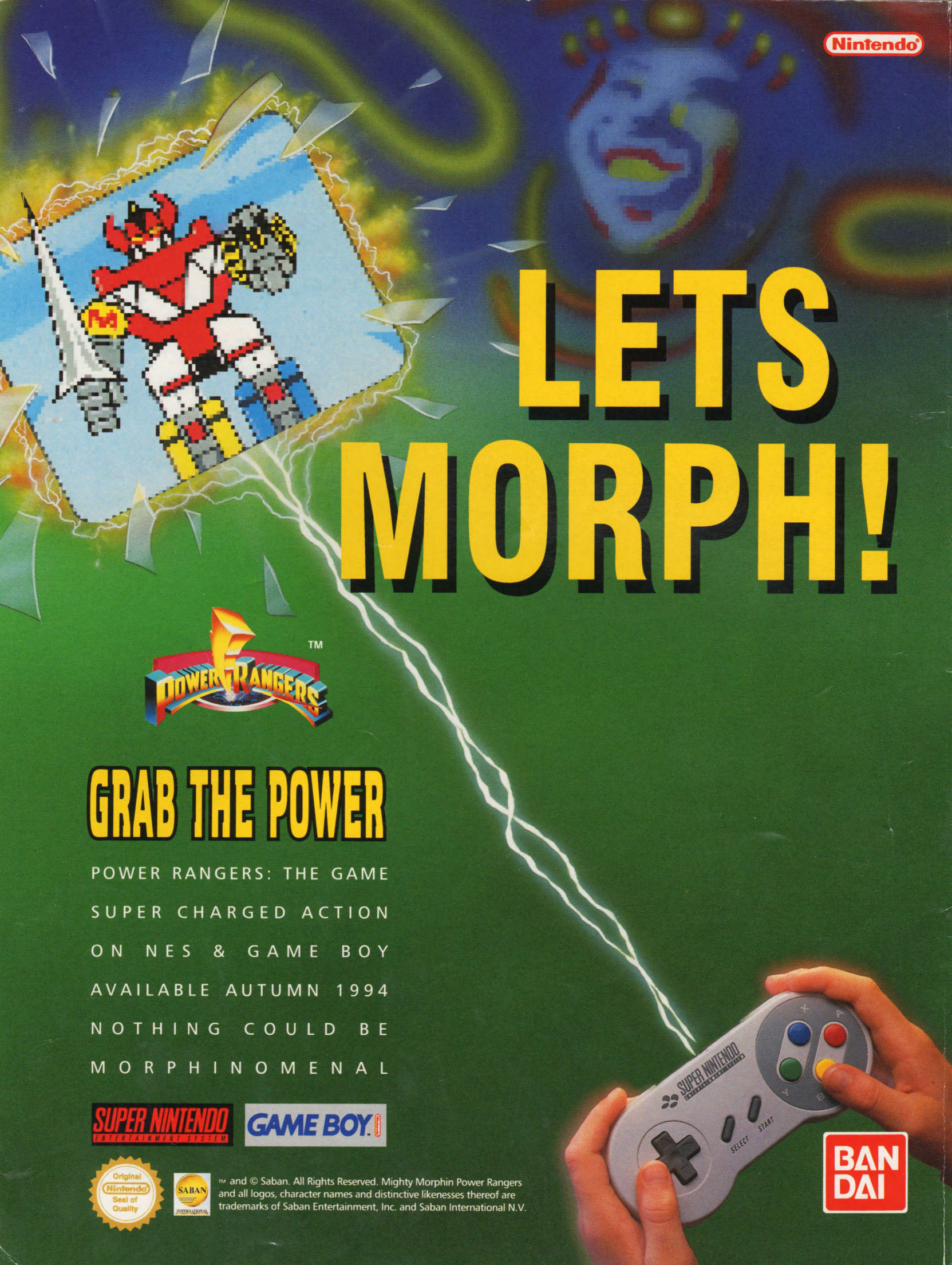
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